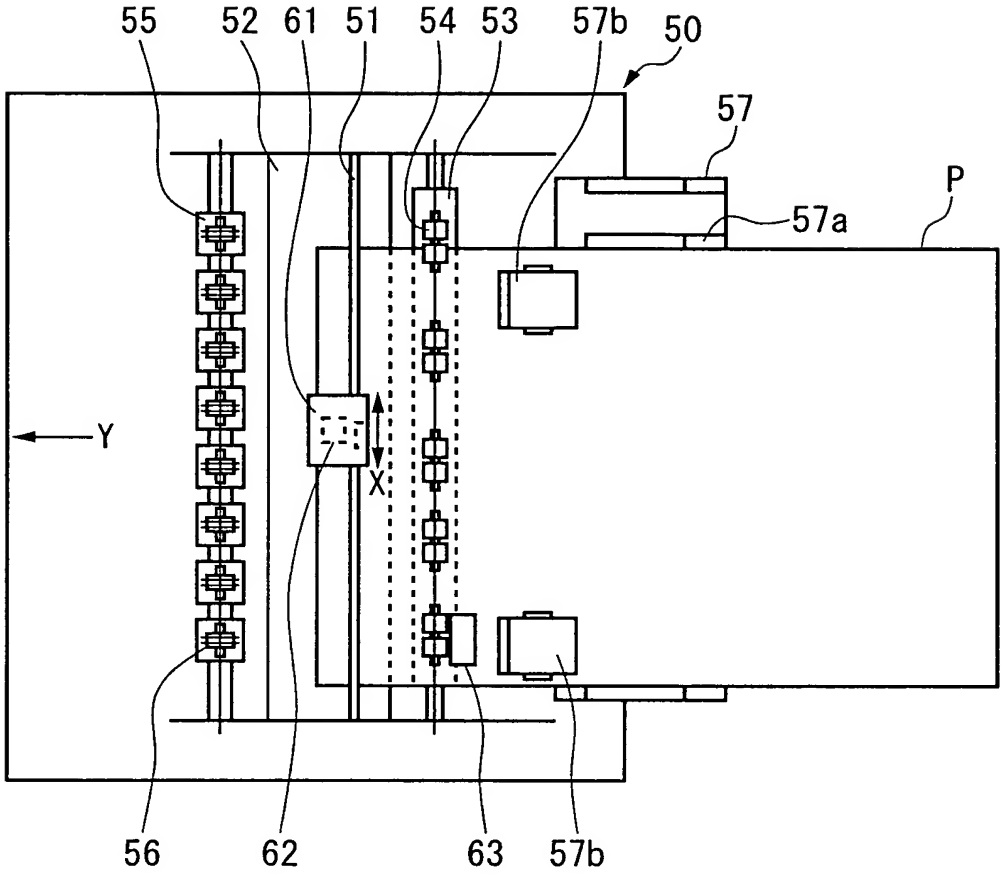

FIG. 1

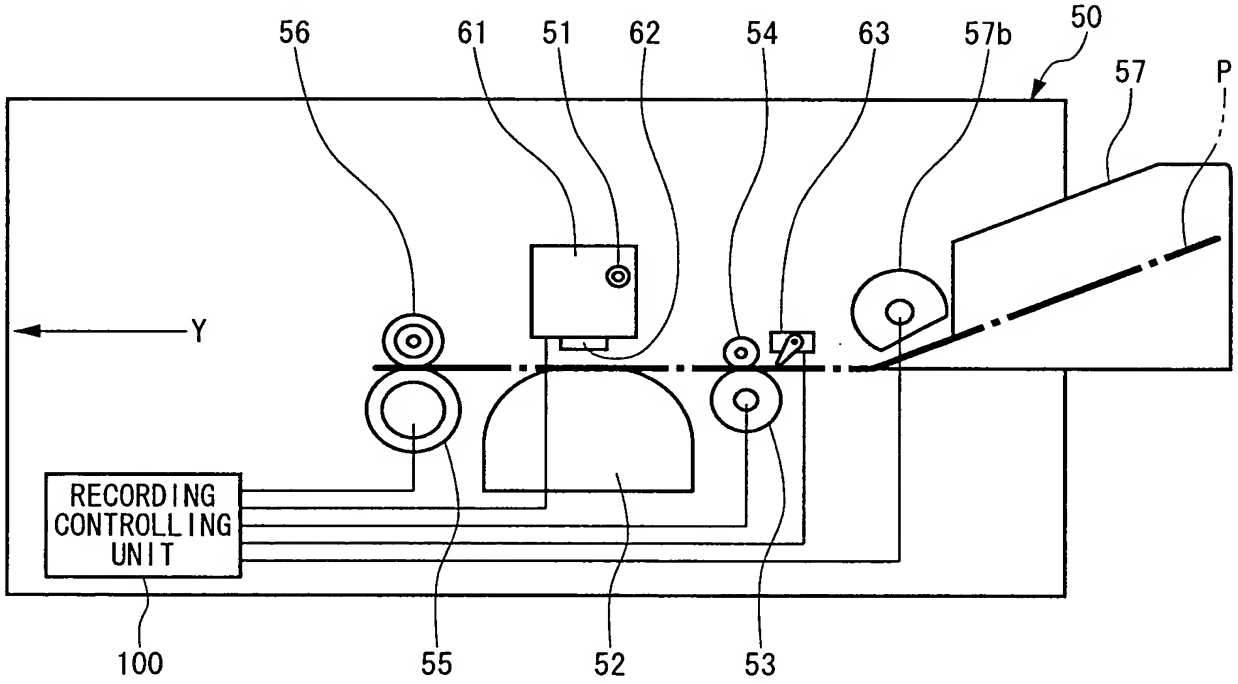

FIG. 2

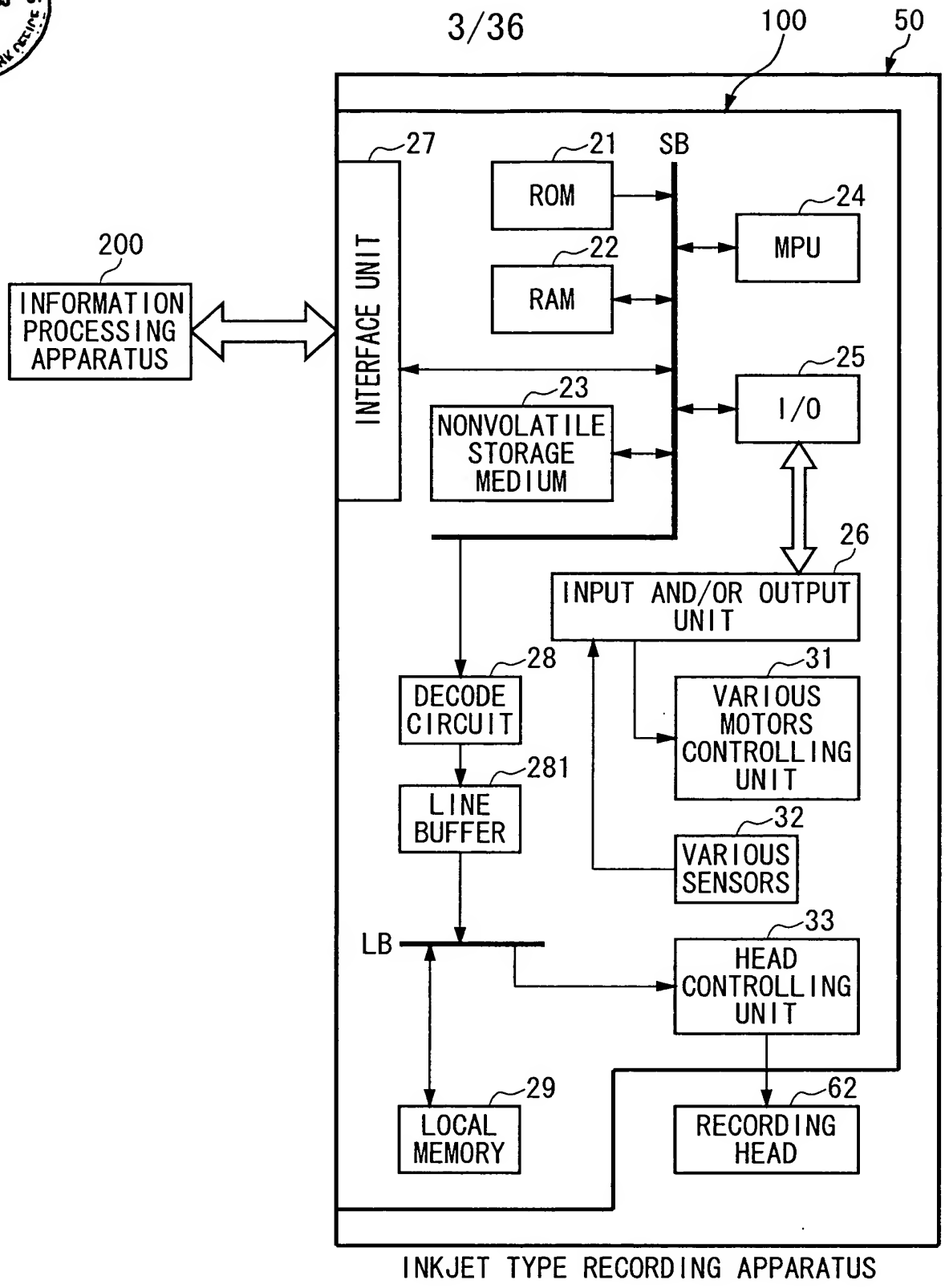

FIG. 3

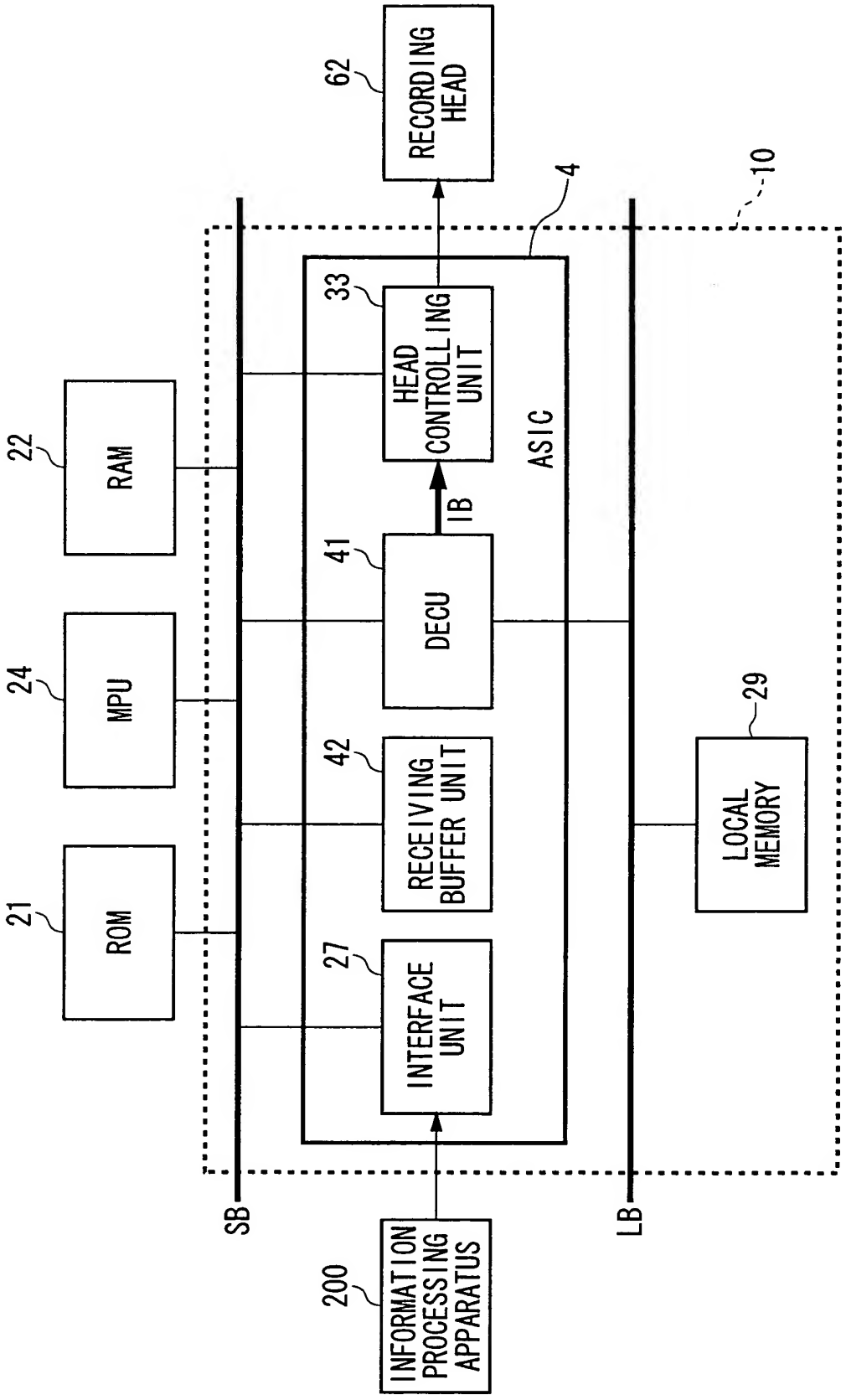

FIG. 4

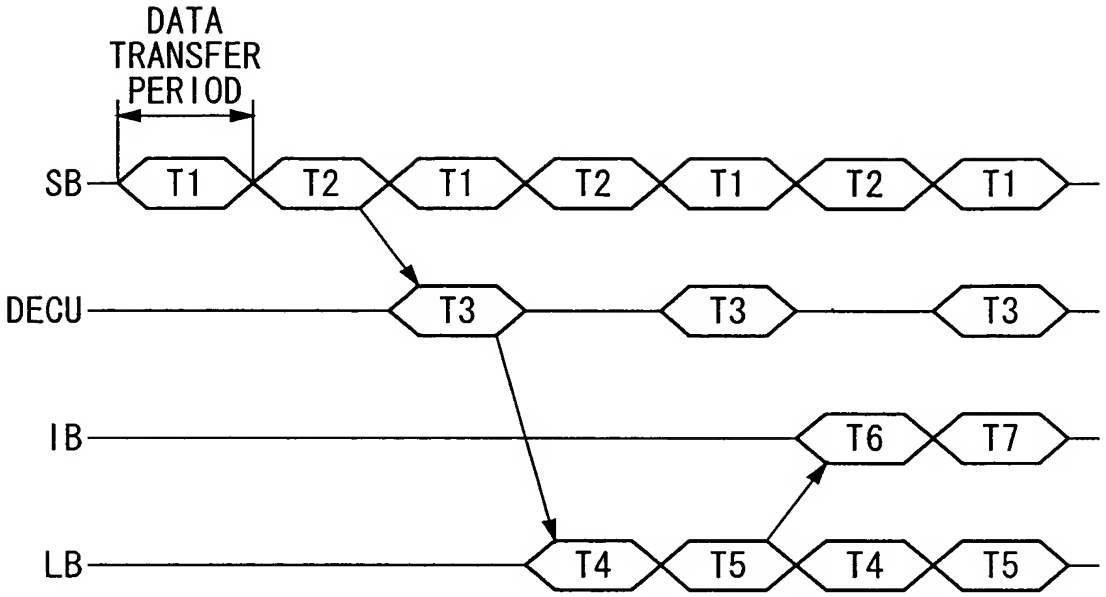

FIG. 5

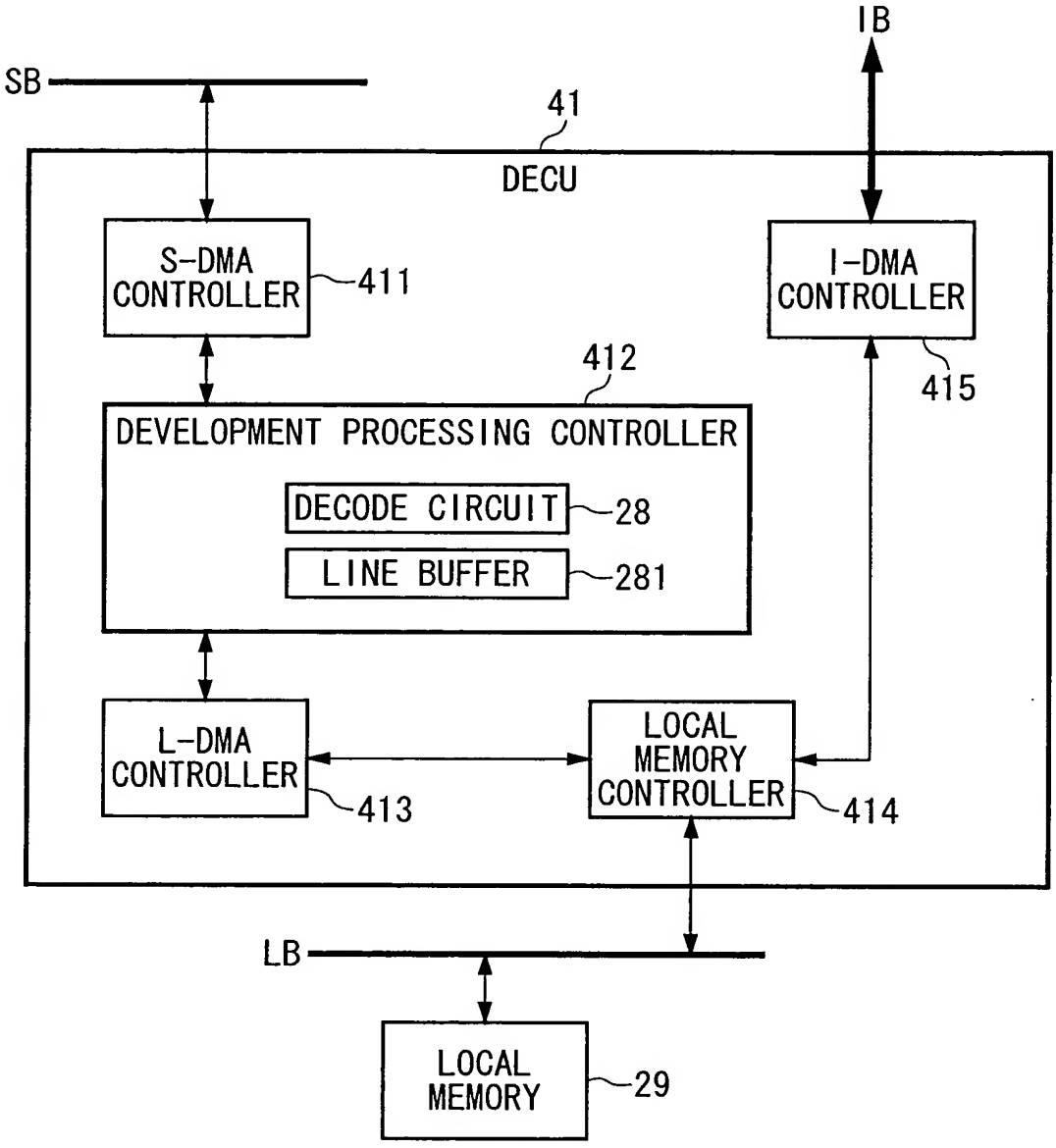

FIG. 6

OPERATING CONDITION
MAIN MEMORY SIDE: STARTING ADDRESS OF RUN LENGTH DATA IS AN EVEN ADDRESS
LOCAL MEMORY SIDE: STARTING ADDRESS OF IMAGE DATA IS AN EVEN ADDRESS
NUMBER OF BYTES IN 1 LINE: 16 BYTES

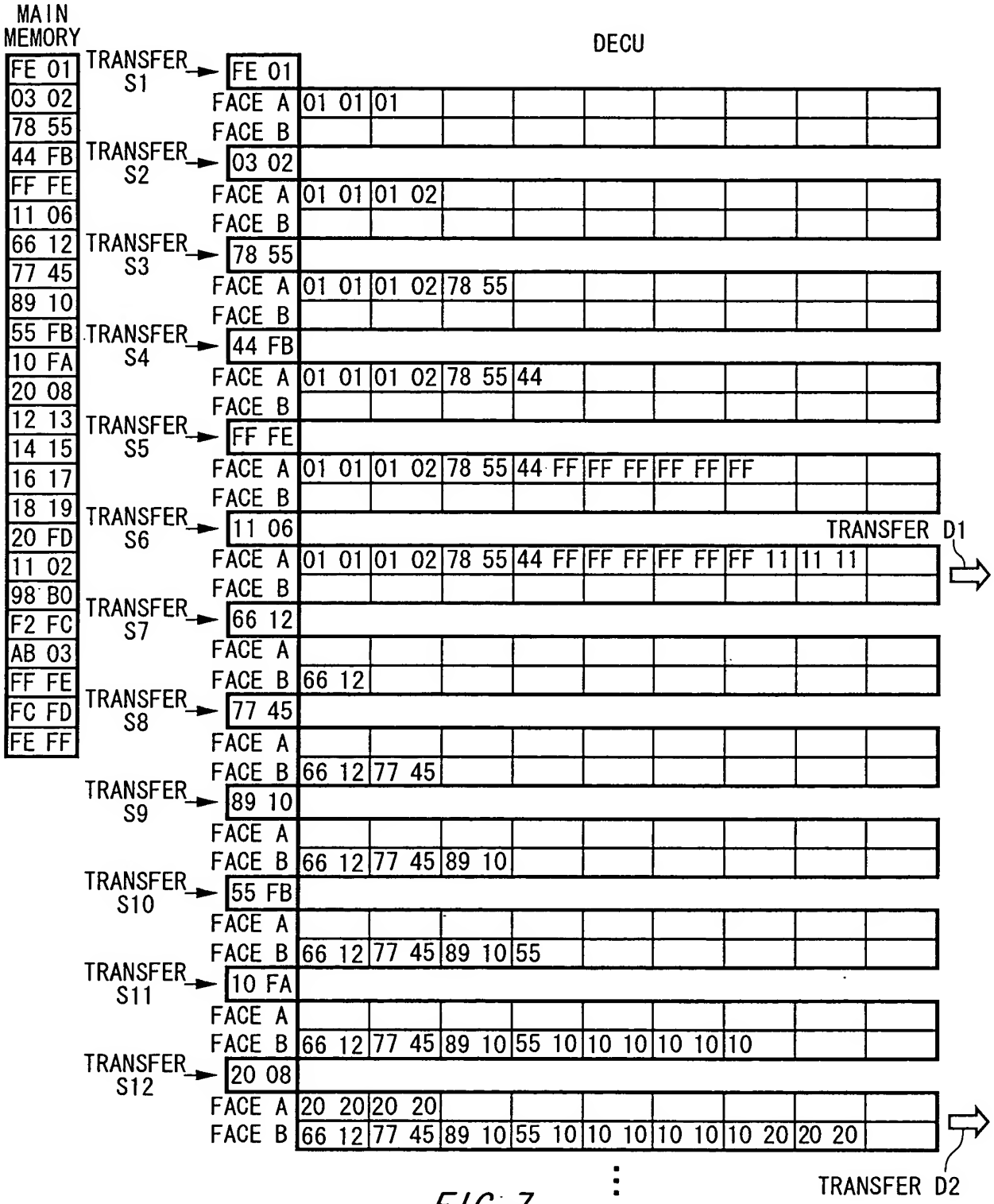

FIG. 7

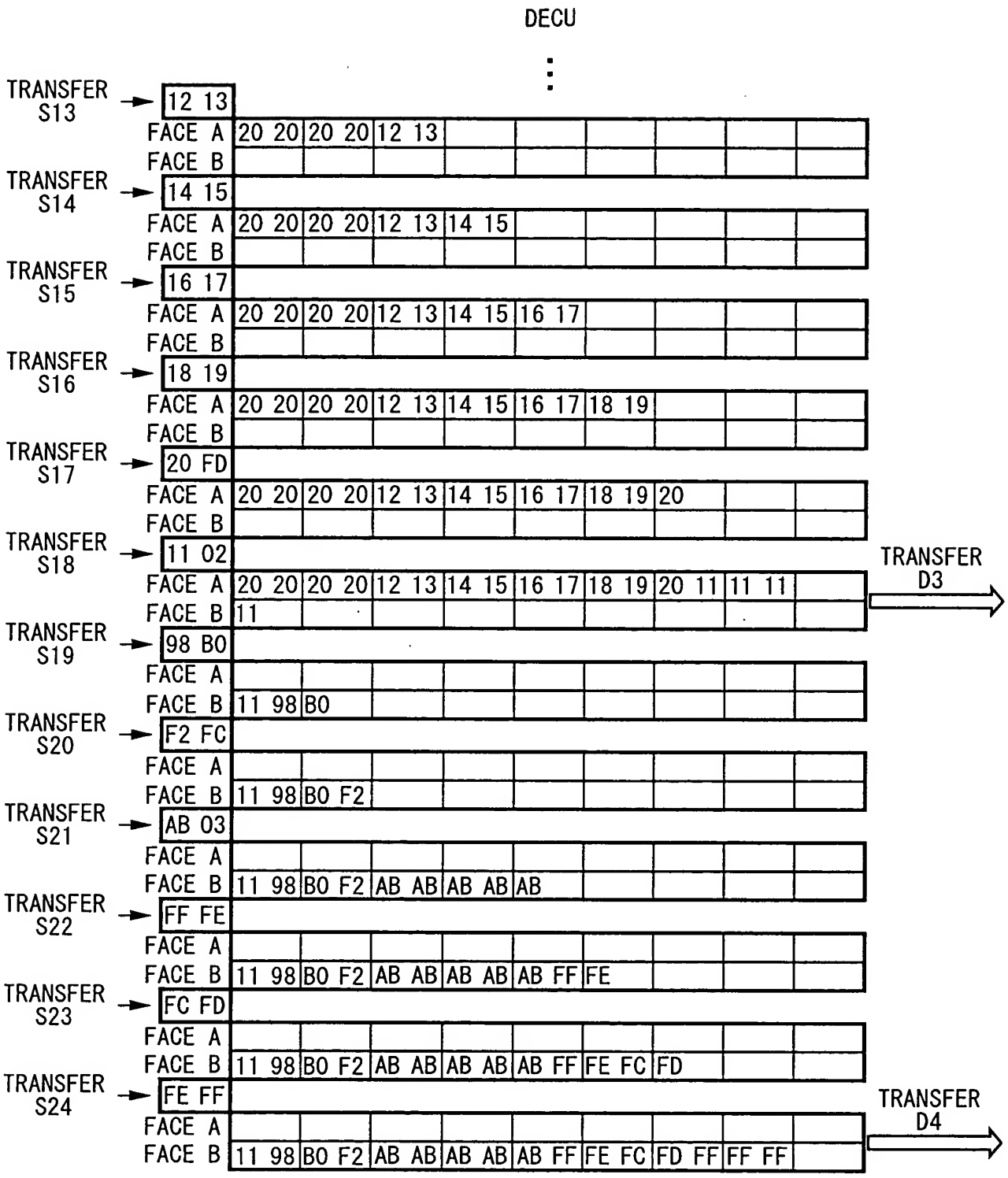

FIG. 8

SETTING CONDITION
NO VERTICAL LINE REARRANGEMENT
TOTAL NUMBER OF DEVELOPED BYTES: 64 BYTES (16×4)
NUMBER OF BYTES IN 1 LINE: 16 BYTES
NUMBER OF DEVELOPED LINES: 4 LINES

LOCAL MEMORY

FIG. 9A

D1→

01 01	01 02	78 55	44 FF
FF FF	FF FF	FF 11	11 11
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00

FIG. 9B

01 01	01 02	78 55	44 FF
FF FF	FF FF	FF 11	11 11
D2→ 66 12	77 45	89 10	55 10
10 10	10 10	10 20	20 20
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00

FIG. 9C

01 01	01 02	78 55	44 FF
FF FF	FF FF	FF 11	11 11
66 12	77 45	89 10	55 10
10 10	10 10	10 20	20 20
D3→ 20 20	20 20	12 13	14 15
16 17	18 19	20 11	11 11
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00

FIG. 9D

01 01	01 02	78 55	44 FF
FF FF	FF FF	FF 11	11 11
66 12	77 45	89 10	55 10
10 10	10 10	10 20	20 20
20 20	20 20	12 13	14 15
16 17	18 19	20 11	11 11
D4→ 11 98	B0 F2	AB AB	AB AB
AB FF	FE FC	FD FF	FF FF

SETTING CONDITION
VERTICAL LINE REARRANGEMENT PERFORMED
TOTAL NUMBER OF DEVELOPED BYTES: 64 BYTES (16×4)
NUMBER OF BYTES IN 1 LINE: 16 BYTES
NUMBER OF DEVELOPED LINES: 4 LINES

LOCAL MEMORY

FIG. 10A

D1↓

01	01	00	00	00	00	00	00	···	00	00	00	00	00	00	00	00
01	02	00	00	00	00	00	00	···	00	00	00	00	00	00	00	00
78	55	00	00	00	00	00	00	···	00	00	00	00	00	00	00	00
44	FF	00	00	00	00	00	00	···	00	00	00	00	00	00	00	00
FF	FF	00	00	00	00	00	00	···	00	00	00	00	00	00	00	00
FF	FF	00	00	00	00	00	00	···	00	00	00	00	00	00	00	00
FF	11	00	00	00	00	00	00	···	00	00	00	00	00	00	00	00
11	11	00	00	00	00	00	00	···	00	00	00	00	00	00	00	00

FIG. 10B

D2↓

01	01	66	12	00	00	00	00	···	00	00	00	00	00	00	00	00
01	02	77	45	00	00	00	00	···	00	00	00	00	00	00	00	00
78	55	89	10	00	00	00	00	···	00	00	00	00	00	00	00	00
44	FF	55	10	00	00	00	00	···	00	00	00	00	00	00	00	00
FF	FF	10	10	00	00	00	00	···	00	00	00	00	00	00	00	00
FF	FF	10	10	00	00	00	00	···	00	00	00	00	00	00	00	00
FF	11	10	20	00	00	00	00	···	00	00	00	00	00	00	00	00
11	11	20	20	00	00	00	00	···	00	00	00	00	00	00	00	00

FIG. 10C

D3↓

01	01	66	12	20	20	00	00	···	00	00	00	00	00	00	00	00
01	02	77	45	20	20	00	00	···	00	00	00	00	00	00	00	00
78	55	89	10	12	13	00	00	···	00	00	00	00	00	00	00	00
44	FF	55	10	14	15	00	00	···	00	00	00	00	00	00	00	00
FF	FF	10	10	16	17	00	00	···	00	00	00	00	00	00	00	00
FF	FF	10	10	18	19	00	00	···	00	00	00	00	00	00	00	00
FF	11	10	20	20	11	00	00	···	00	00	00	00	00	00	00	00
11	11	20	20	11	11	00	00	···	00	00	00	00	00	00	00	00

FIG. 10D

D4↓

01	01	66	12	20	20	11	98	···	00	00	00	00	00	00	00	00
01	02	77	45	20	20	B0	F2	···	00	00	00	00	00	00	00	00
78	55	89	10	12	13	AB	AB	···	00	00	00	00	00	00	00	00
44	FF	55	10	14	15	AB	AB	···	00	00	00	00	00	00	00	00
FF	FF	10	10	16	17	AB	FF	···	00	00	00	00	00	00	00	00
FF	FF	10	10	18	19	FE	FC	···	00	00	00	00	00	00	00	00
FF	11	10	20	20	11	FD	FF	···	00	00	00	00	00	00	00	00
11	11	20	20	11	11	FF	FF	···	00	00	00	00	00	00	00	00

OPERATING CONDITION
MAIN MEMORY SIDE: STARTING ADDRESS OF RUN LENGTH DATA IS AN ODD ADDRESS
LOCAL MEMORY SIDE: STARTING ADDRESS OF IMAGE DATA IS AN EVEN ADDRESS
NUMBER OF 1 LINE BUFFER: 16 BYTES

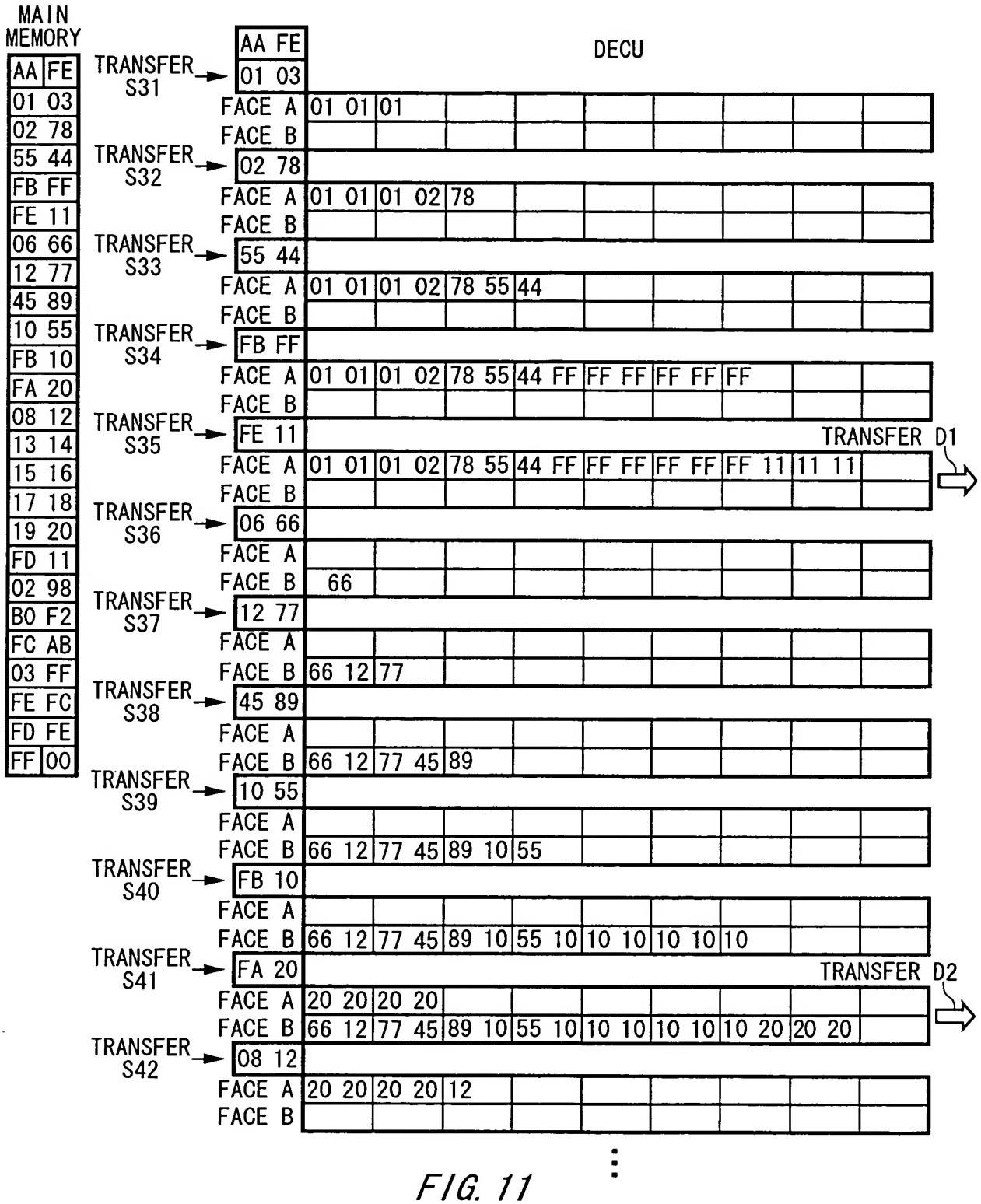

FIG. 11

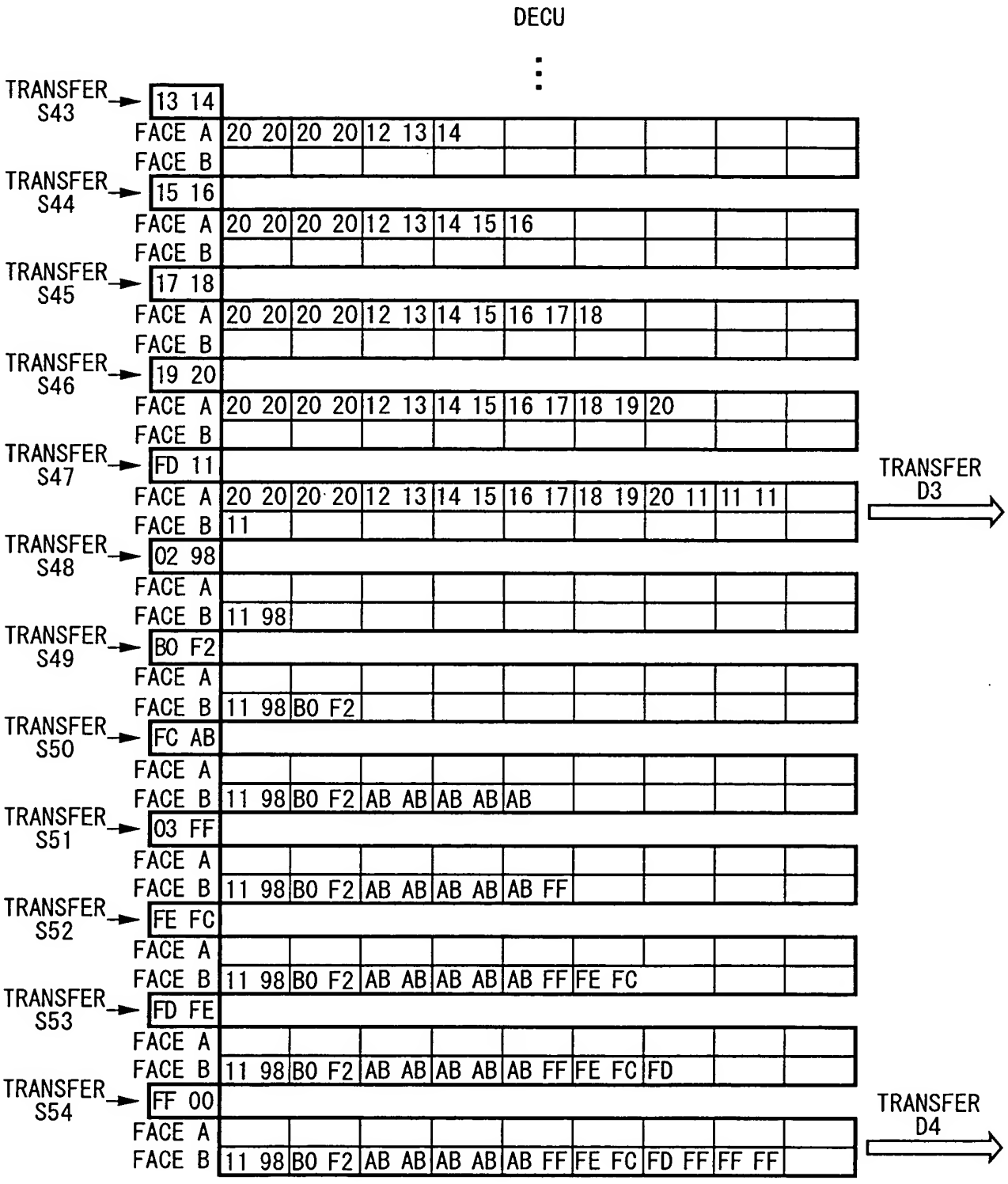

FIG. 12

OPERATING CONDITION
MAIN MEMORY SIDE: STARTING ADDRESS OF RUN LENGTH DATA IS AN EVEN ADDRESS
LOCAL MEMORY SIDE: STARTING ADDRESS OF IMAGE DATA IS AN EVEN ADDRESS
NUMBER OF 1 LINE BUFFER: 15 BYTES

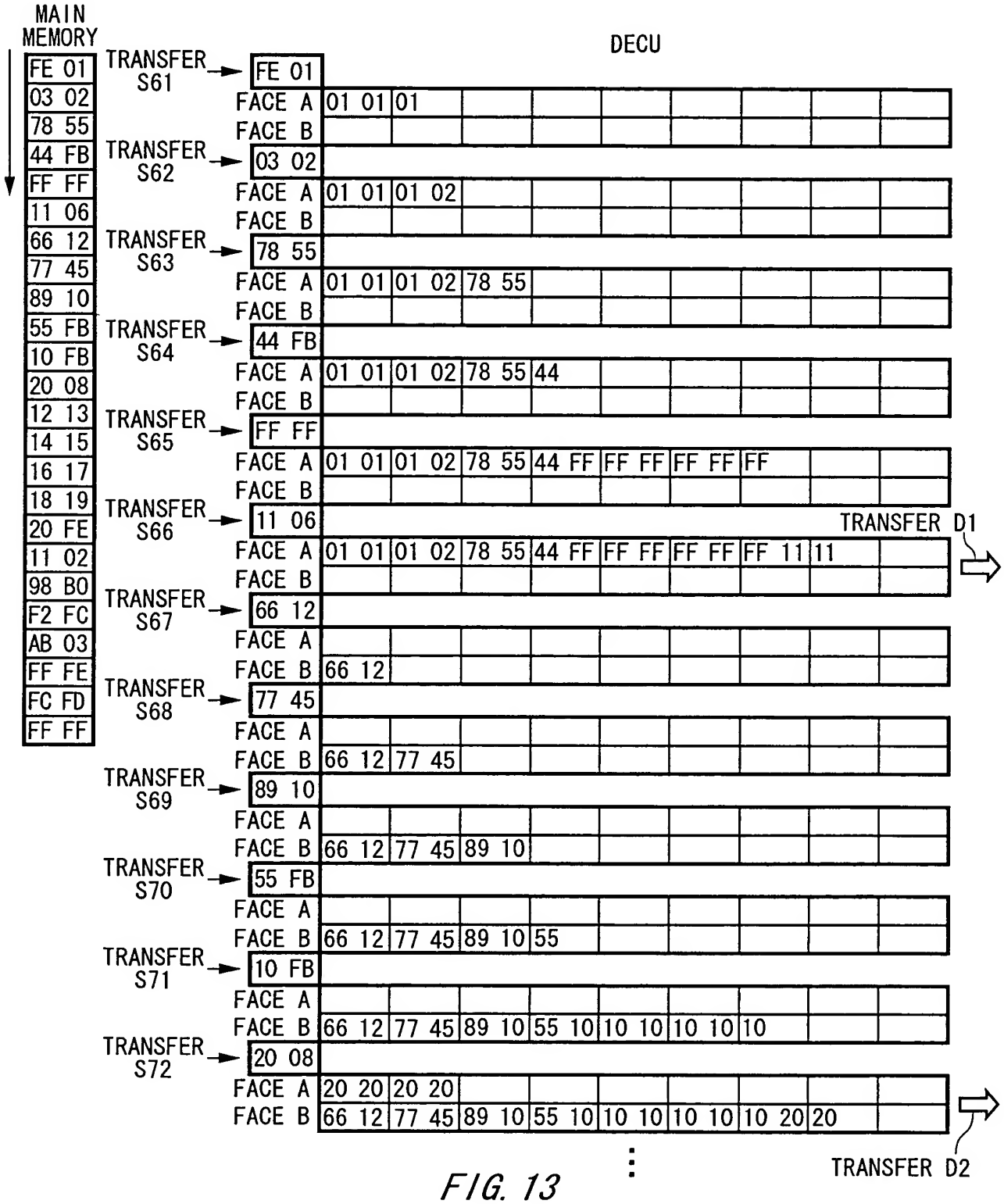

FIG. 13

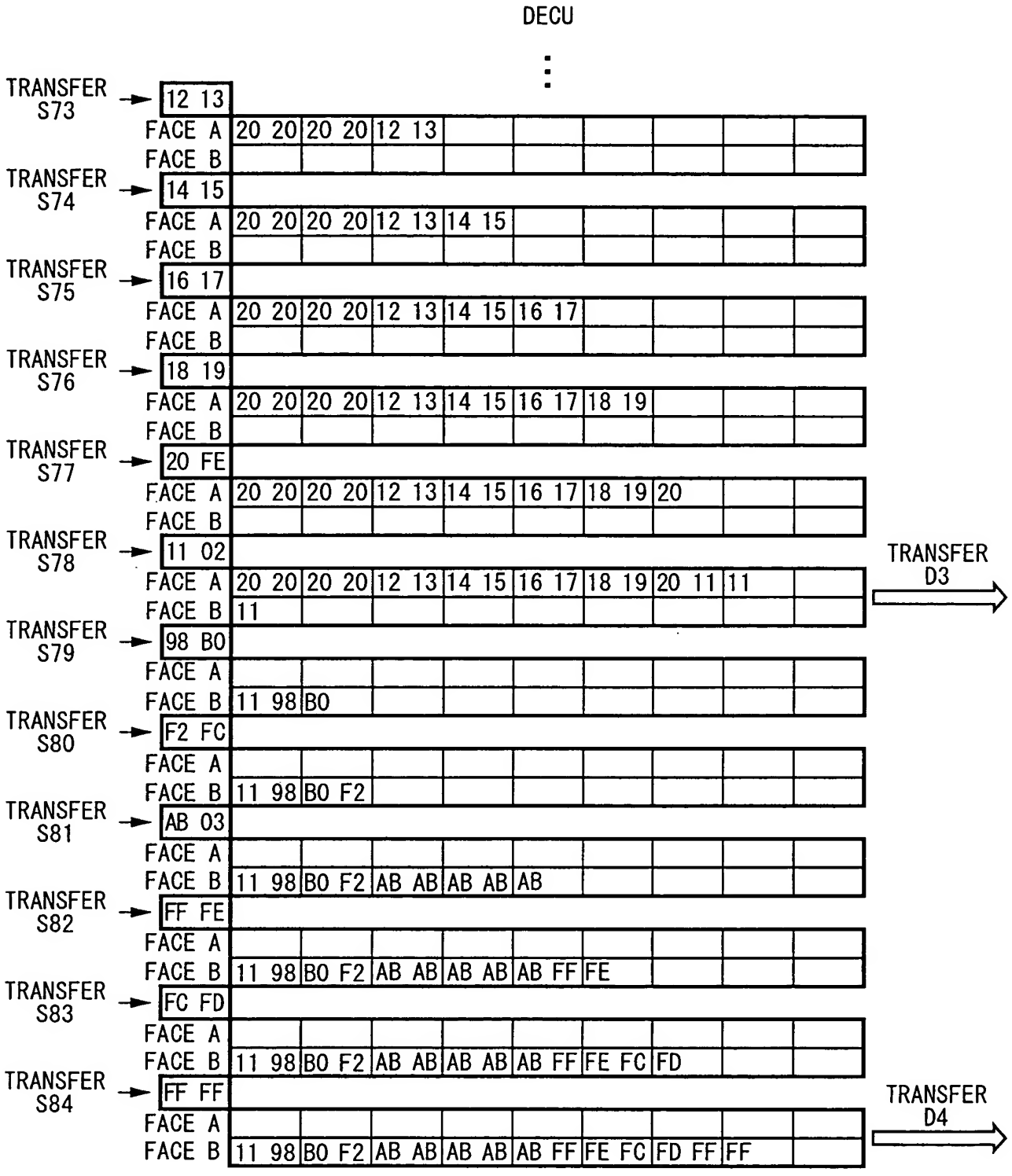

FIG. 14

SETTING CONDITION
VERTICAL LINE REARRANGEMENT PERFORMED
TOTAL NUMBER OF DEVELOPED BYTES: 60 BYTES (15×4)
NUMBER OF BYTES IN 1 LINE: 15 BYTES
NUMBER OF DEVELOPED LINES: 4 LINES

LOCAL MEMORY

FIG. 15A

D1

01	01	00	00	00	00	00	00	···	00	00
01	02	00	00	00	00	00	00	···	00	00
78	55	00	00	00	00	00	00	···	00	00
44	FF	00	00	00	00	00	00	···	00	00
FF	FF	00	00	00	00	00	00	···	00	00
FF	FF	00	00	00	00	00	00	···	00	00
FF	11	00	00	00	00	00	00	···	00	00
11	00	00	00	00	00	00	00	···	00	00

FIG. 15B

D2

01	01	66	12	00	00	00	00	···	00	00
01	02	77	45	00	00	00	00	···	00	00
78	55	89	10	00	00	00	00	···	00	00
44	FF	55	10	00	00	00	00	···	00	00
FF	FF	10	10	00	00	00	00	···	00	00
FF	FF	10	10	00	00	00	00	···	00	00
FF	11	10	20	00	00	00	00	···	00	00
11	00	20	00	00	00	00	00	···	00	00

FIG. 15C

D3

01	01	66	12	20	20	00	00	···	00	00
01	02	77	45	20	20	00	00	···	00	00
78	55	89	10	12	13	00	00	···	00	00
44	FF	55	10	14	15	00	00	···	00	00
FF	FF	10	10	16	17	00	00	···	00	00
FF	FF	10	10	18	19	00	00	···	00	00
FF	11	10	20	20	11	00	00	···	00	00
11	00	20	00	11	00	00	00	···	00	00

FIG. 15D

D4

01	01	66	12	20	20	11	98	···	00	00
01	02	77	45	20	20	B0	F2	···	00	00
78	55	89	10	12	13	AB	AB	···	00	00
44	FF	55	10	14	15	AB	AB	···	00	00
FF	FF	10	10	16	17	AB	FF	···	00	00
FF	FF	10	10	18	19	FE	FC	···	00	00
FF	11	10	20	20	11	FD	FF	···	00	00
11	00	20	00	11	00	FF	00	···	00	00

SETTING CONDITION
NO VERTICAL LINE REARRANGEMENT
TOTAL NUMBER OF DEVELOPED BYTES: 60 BYTES (15×4)
NUMBER OF BYTES IN 1 LINE: 15 BYTES
NUMBER OF DEVELOPED LINES: 4 LINES

LOCAL MEMORY

FIG. 16A

D1→

01	01	01	02	78	55	44	FF							
FF	FF	FF	FF	FF	11	11	00							
00	00	00	00	00	00	00	00							
00	00	00	00	00	00	00	00							
00	00	00	00	00	00	00	00							
00	00	00	00	00	00	00	00							
00	00	00	00	00	00	00	00							
00	00	00	00	00	00	00	00							

FIG. 16B

01	01	01	02	78	55	44	FF							
FF	FF	FF	FF	FF	11	11	00							
D2→ 66	12	77	45	89	10	55	10							
10	10	10	10	10	20	20	00							
00	00	00	00	00	00	00	00							
00	00	00	00	00	00	00	00							
00	00	00	00	00	00	00	00							
00	00	00	00	00	00	00	00							

FIG. 16C

01	01	01	02	78	55	44	FF							
FF	FF	FF	FF	FF	11	11	00							
66	12	77	45	89	10	55	10							
10	10	10	10	10	20	20	00							
D3→ 20	20	20	20	12	13	14	15							
16	17	18	19	20	11	11	00							
00	00	00	00	00	00	00	00							
00	00	00	00	00	00	00	00							

FIG. 16D

01	01	01	02	78	55	44	FF							
FF	FF	FF	FF	FF	11	11	00							
66	12	77	45	89	10	55	10							
10	10	10	10	10	20	20	00							
20	20	20	20	12	13	14	15							
16	17	18	19	20	11	11	00							
D4→ 11	98	B0	F2	AB	AB	AB	AB							
AB	FF	FE	FC	FD	FF	FF	00							

OPERATING CONDITION
MAIN MEMORY SIDE: STARTING ADDRESS OF RUN LENGTH DATA IS AN ODD ADDRESS
LOCAL MEMORY SIDE: STARTING ADDRESS OF IMAGE DATA IS AN EVEN ADDRESS
NUMBER OF 1 LINE BUFFER: 15 BYTES

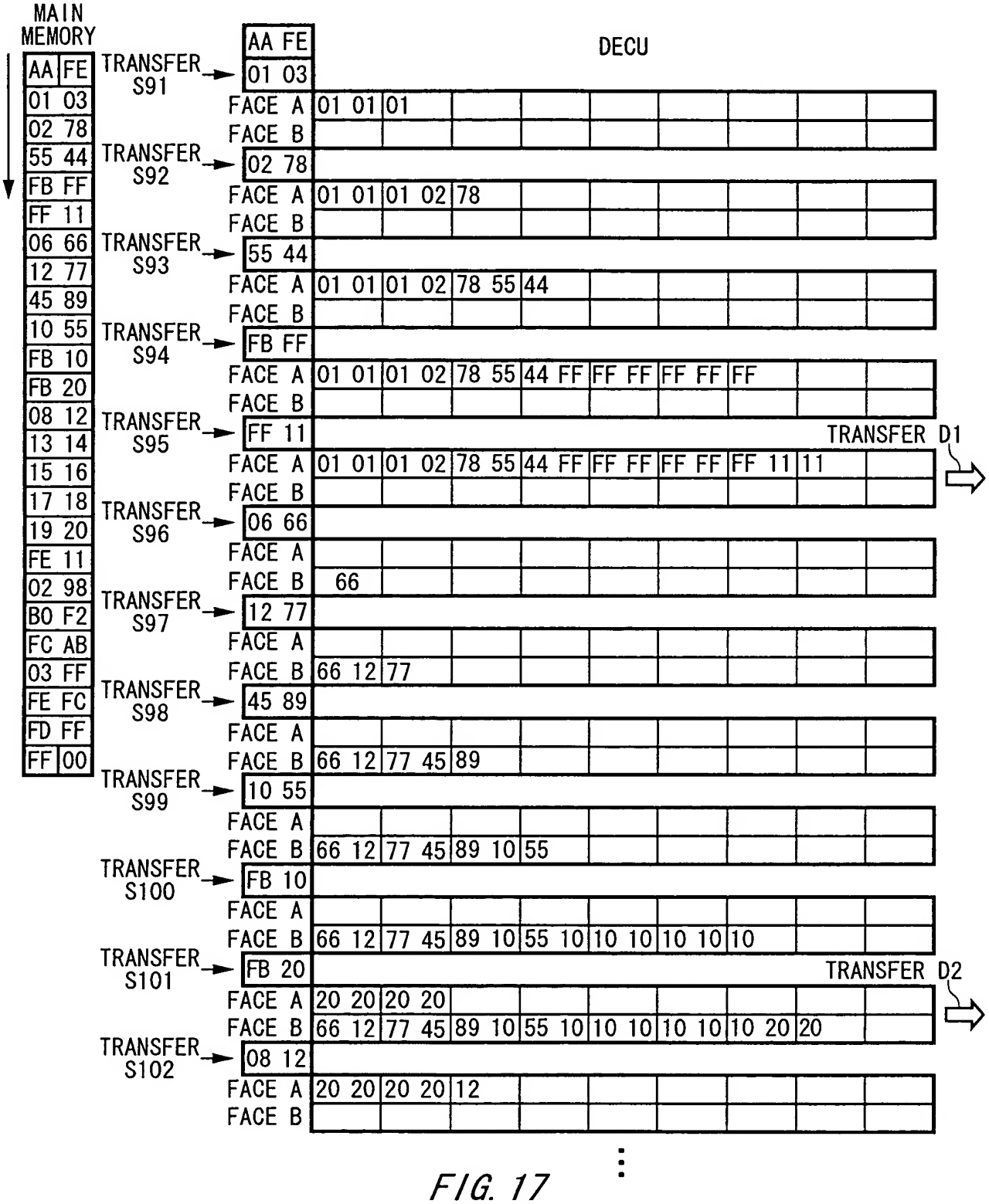

FIG. 17

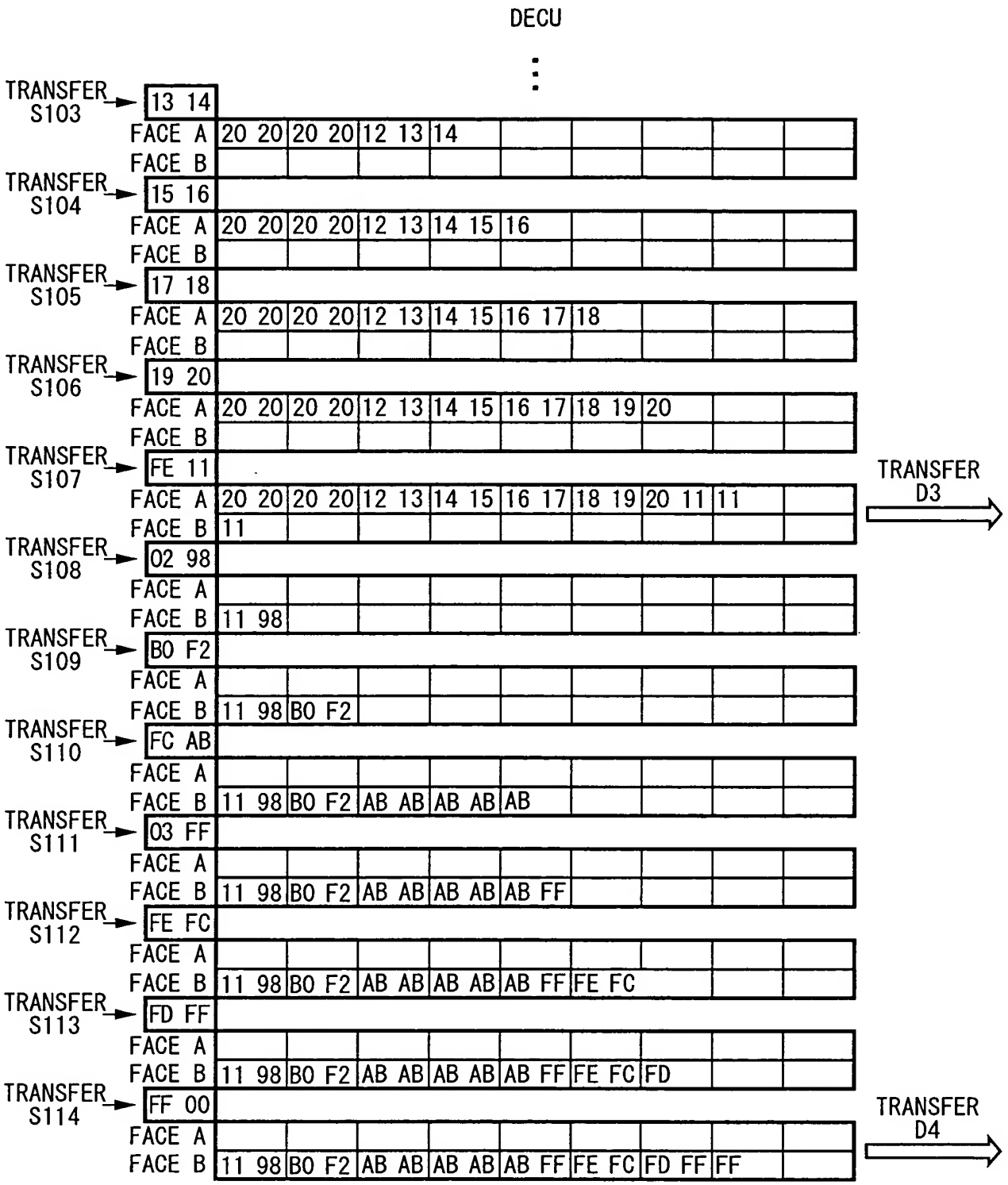

FIG. 18

OPERATING CONDITION
MAIN MEMORY SIDE: STARTING ADDRESS OF RUN LENGTH DATA IS AN EVEN ADDRESS
LOCAL MEMORY SIDE: STARTING ADDRESS OF IMAGE DATA IS AN ODD ADDRESS
NUMBER OF 1 LINE BUFFER: 16 BYTES

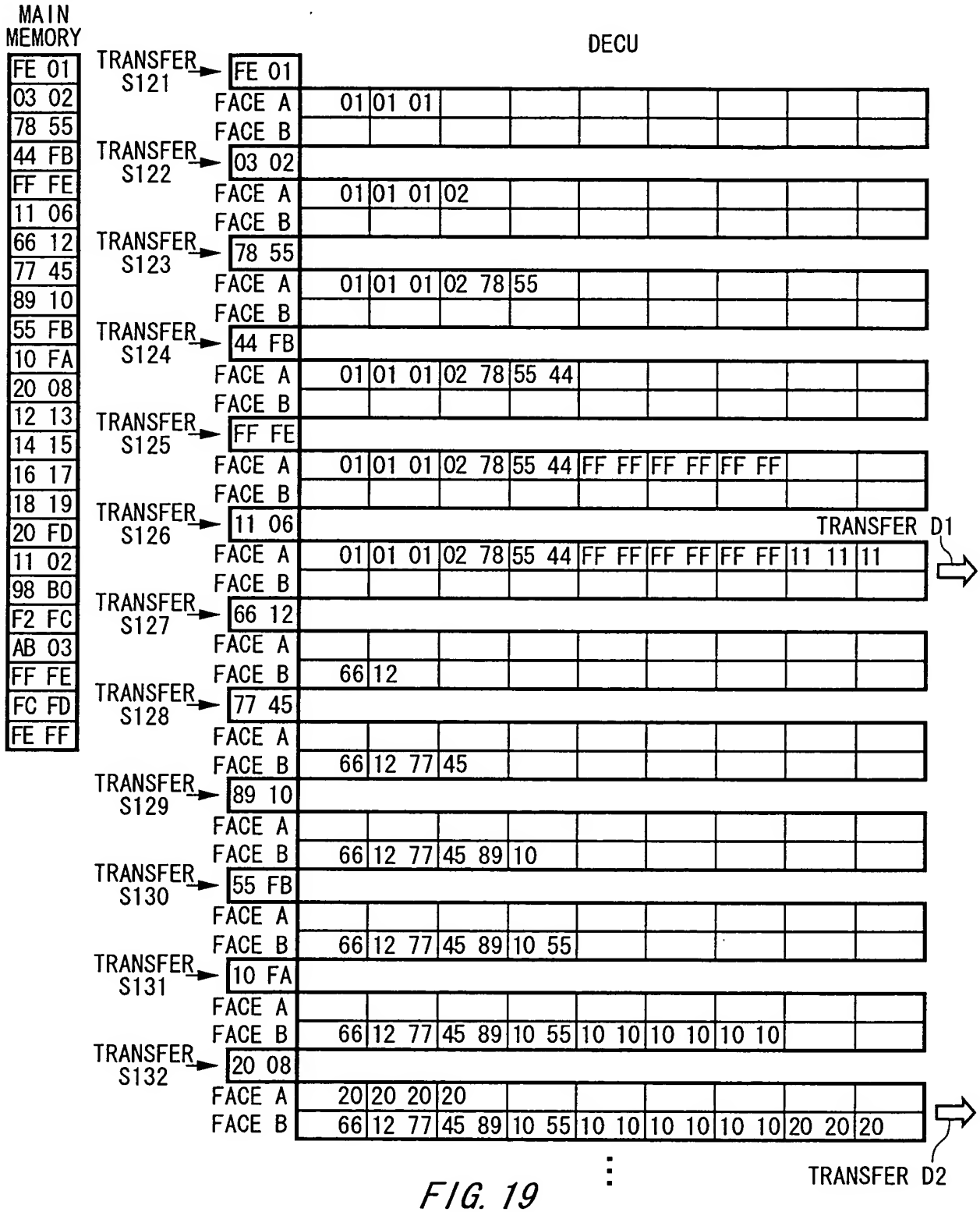

FIG. 19

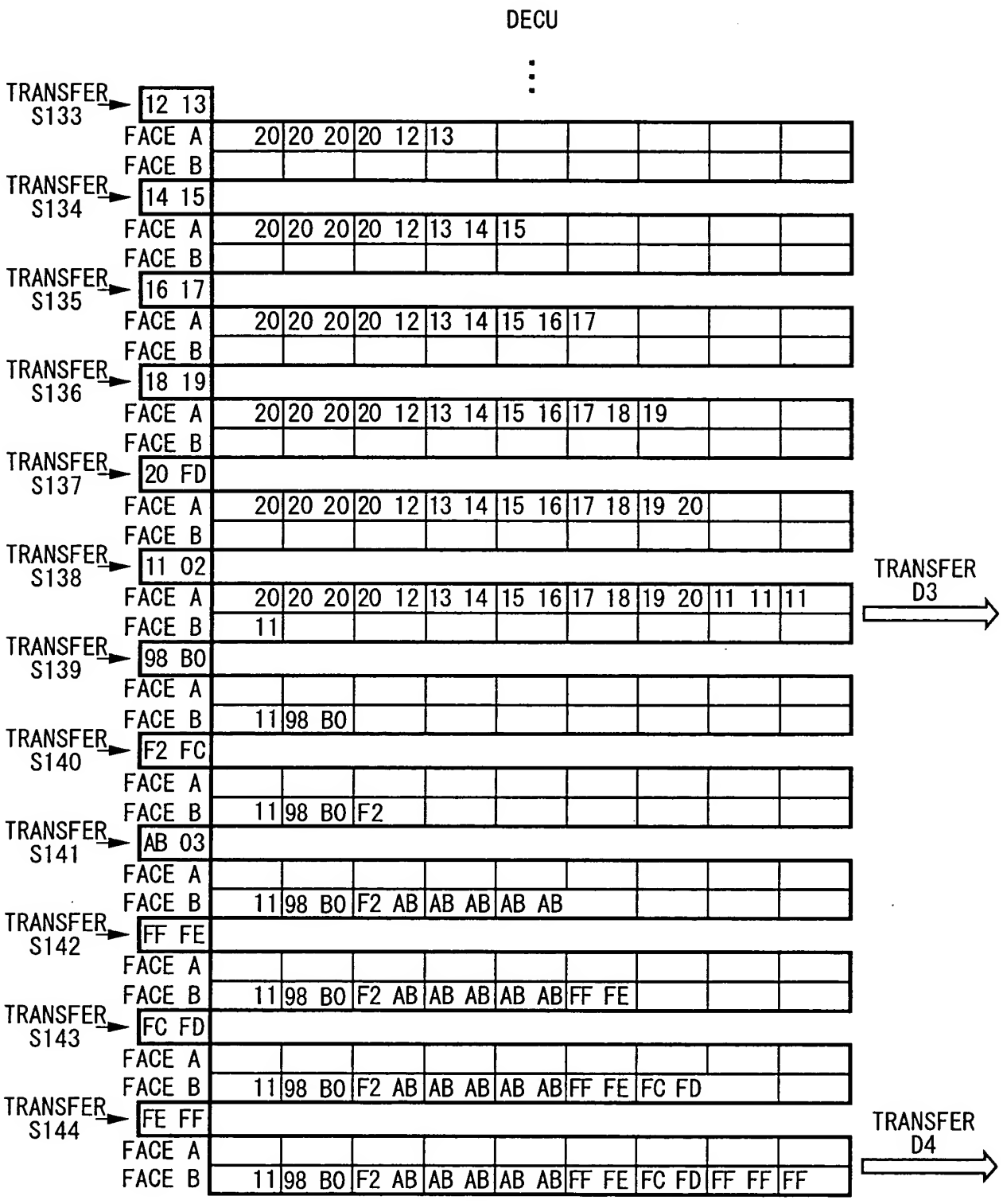

FIG. 20

SETTING CONDITION
VERTICAL LINE REARRANGEMENT PERFORMED
TOTAL NUMBER OF DEVELOPED BYTES: 64 BYTES (16×4)
NUMBER OF BYTES IN 1 LINE: 16 BYTES
NUMBER OF DEVELOPED LINES: 4 LINES

LOCAL MEMORY

FIG. 21A

D1

00	01	00	00	00	00	00	00	···	00	00	00	00	00	00	00	00
01	01	00	00	00	00	00	00	···	00	00	00	00	00	00	00	00
02	78	00	00	00	00	00	00	···	00	00	00	00	00	00	00	00
55	44	00	00	00	00	00	00	···	00	00	00	00	00	00	00	00
FF	FF	00	00	00	00	00	00	···	00	00	00	00	00	00	00	00
FF	FF	00	00	00	00	00	00	···	00	00	00	00	00	00	00	00
FF	FF	00	00	00	00	00	00	···	00	00	00	00	00	00	00	00
11	11	00	00	00	00	00	00	···	00	00	00	00	00	00	00	00
11	00	00	00	00	00	00	00	···	00	00	00	00	00	00	00	00

FIG. 21B

D2

00	01	00	66	00	00	00	00	···	00	00	00	00	00	00	00	00
01	01	12	77	00	00	00	00	···	00	00	00	00	00	00	00	00
02	78	45	89	00	00	00	00	···	00	00	00	00	00	00	00	00
55	44	10	55	00	00	00	00	···	00	00	00	00	00	00	00	00
FF	FF	10	10	00	00	00	00	···	00	00	00	00	00	00	00	00
FF	FF	10	10	00	00	00	00	···	00	00	00	00	00	00	00	00
FF	FF	10	10	00	00	00	00	···	00	00	00	00	00	00	00	00
11	11	20	20	00	00	00	00	···	00	00	00	00	00	00	00	00
11	00	20	00	00	00	00	00	···	00	00	00	00	00	00	00	00

FIG. 21C

D3

00	01	00	66	00	20	00	00	···	00	00	00	00	00	00	00	00
01	01	12	77	20	20	00	00	···	00	00	00	00	00	00	00	00
02	78	45	89	20	12	00	00	···	00	00	00	00	00	00	00	00
55	44	10	55	13	14	00	00	···	00	00	00	00	00	00	00	00
FF	FF	10	10	15	16	00	00	···	00	00	00	00	00	00	00	00
FF	FF	10	10	17	18	00	00	···	00	00	00	00	00	00	00	00
FF	FF	10	10	19	20	00	00	···	00	00	00	00	00	00	00	00
11	11	20	20	11	11	00	00	···	00	00	00	00	00	00	00	00
11	00	20	00	11	00	00	00	···	00	00	00	00	00	00	00	00

FIG. 21D

D4

00	01	00	66	00	20	00	11	···	00	00	00	00	00	00	00	00
01	01	12	77	20	20	98	B0	···	00	00	00	00	00	00	00	00
02	78	45	89	20	12	F2	AB	···	00	00	00	00	00	00	00	00
55	44	10	55	13	14	AB	AB	···	00	00	00	00	00	00	00	00
FF	FF	10	10	15	16	AB	AB	···	00	00	00	00	00	00	00	00
FF	FF	10	10	17	18	FF	FE	···	00	00	00	00	00	00	00	00
FF	FF	10	10	19	20	FC	FD	···	00	00	00	00	00	00	00	00
11	11	20	20	11	11	FF	FF	···	00	00	00	00	00	00	00	00
11	00	20	00	11	00	FF	00	···	00	00	00	00	00	00	00	00

OPERATING CONDITION
MAIN MEMORY SIDE: STARTING ADDRESS OF RUN LENGTH DATA IS AN EVEN ADDRESS
LOCAL MEMORY SIDE: STARTING ADDRESS OF IMAGE DATA IS AN ODD ADDRESS
NUMBER OF 1 LINE BUFFER: 15 BYTES

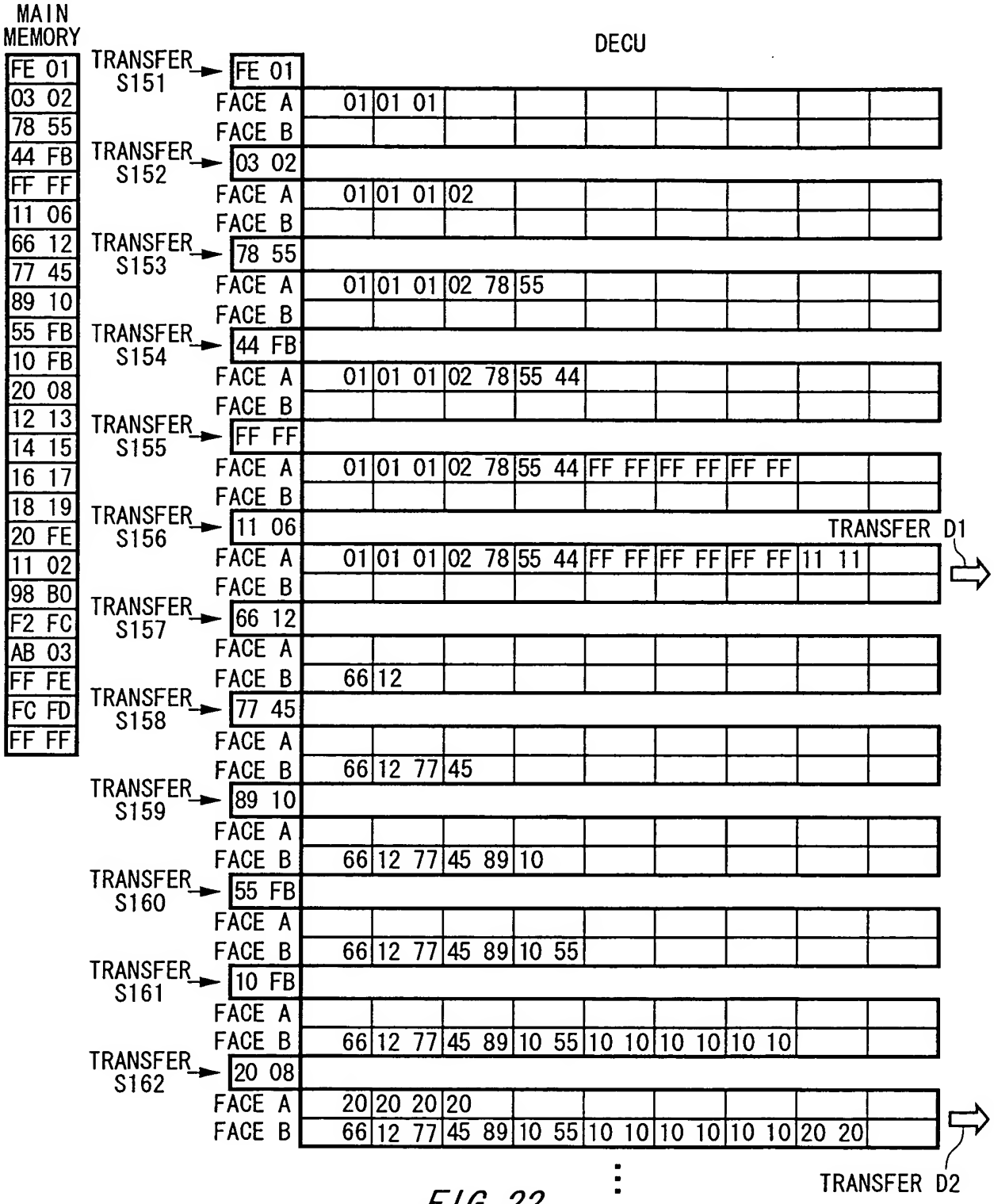

FIG. 22

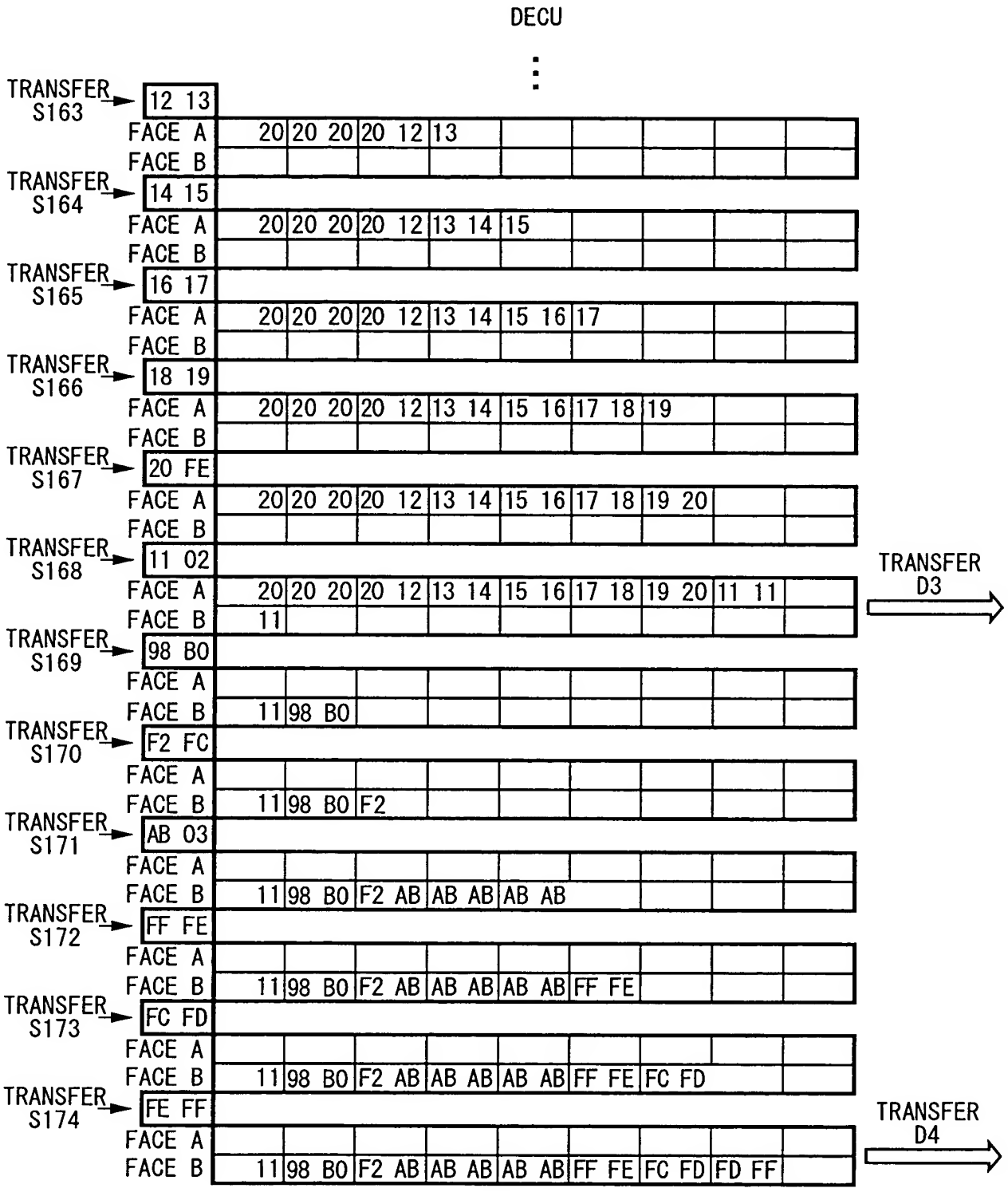

FIG. 23

SETTING CONDITION
VERTICAL LINE REARRANGEMENT PERFORMED
TOTAL NUMBER OF DEVELOPED BYTES: 60 BYTES (15×4)
NUMBER OF BYTES IN 1 LINE: 15 BYTES
NUMBER OF DEVELOPED LINES: 4 LINES

LOCAL MEMORY

FIG. 24A

D1↓

00	01	00	00	00	00	00	00	···	00	00	00	00	00	00
01	01	00	00	00	00	00	00	···	00	00	00	00	00	00
02	78	00	00	00	00	00	00	···	00	00	00	00	00	00
55	44	00	00	00	00	00	00	···	00	00	00	00	00	00
FF	FF	00	00	00	00	00	00	···	00	00	00	00	00	00
FF	FF	00	00	00	00	00	00	···	00	00	00	00	00	00
FF	FF	00	00	00	00	00	00	···	00	00	00	00	00	00
11	11	00	00	00	00	00	00	···	00	00	00	00	00	00

FIG. 24B

D2↓

00	01	00	66	00	00	00	00	···	00	00	00	00	00	00
01	01	12	77	00	00	00	00	···	00	00	00	00	00	00
02	78	45	89	00	00	00	00	···	00	00	00	00	00	00
55	44	10	55	00	00	00	00	···	00	00	00	00	00	00
FF	FF	10	10	00	00	00	00	···	00	00	00	00	00	00
FF	FF	10	10	00	00	00	00	···	00	00	00	00	00	00
FF	FF	10	10	00	00	00	00	···	00	00	00	00	00	00
11	11	20	20	00	00	00	00	···	00	00	00	00	00	00

FIG. 24C

D3↓

00	01	00	66	00	20	00	00	···	00	00	00	00	00	00
01	01	12	77	20	20	00	00	···	00	00	00	00	00	00
02	78	45	89	20	12	00	00	···	00	00	00	00	00	00
55	44	10	55	13	14	00	00	···	00	00	00	00	00	00
FF	FF	10	10	15	16	00	00	···	00	00	00	00	00	00
FF	FF	10	10	17	18	00	00	···	00	00	00	00	00	00
FF	FF	10	10	19	20	00	00	···	00	00	00	00	00	00
11	11	20	20	11	11	00	00	···	00	00	00	00	00	00

FIG. 24D

D4↓

00	01	00	66	00	20	00	11	···	00	00	00	00	00	00
01	01	12	77	20	20	98	B0	···	00	00	00	00	00	00
02	78	45	89	20	12	F2	AB	···	00	00	00	00	00	00
55	44	10	55	13	14	AB	AB	···	00	00	00	00	00	00
FF	FF	10	10	15	16	AB	AB	···	00	00	00	00	00	00
FF	FF	10	10	17	18	FF	FE	···	00	00	00	00	00	00
FF	FF	10	10	19	20	FC	FD	···	00	00	00	00	00	00
11	11	20	20	11	11	FF	FF	···	00	00	00	00	00	00

OPERATING CONDITION
MAIN MEMORY SIDE: STARTING ADDRESS OF RUN LENGTH DATA IS AN ODD ADDRESS
LOCAL MEMORY SIDE: STARTING ADDRESS OF IMAGE DATA IS AN ODD ADDRESS
NUMBER OF 1 LINE BUFFER: 16 BYTES

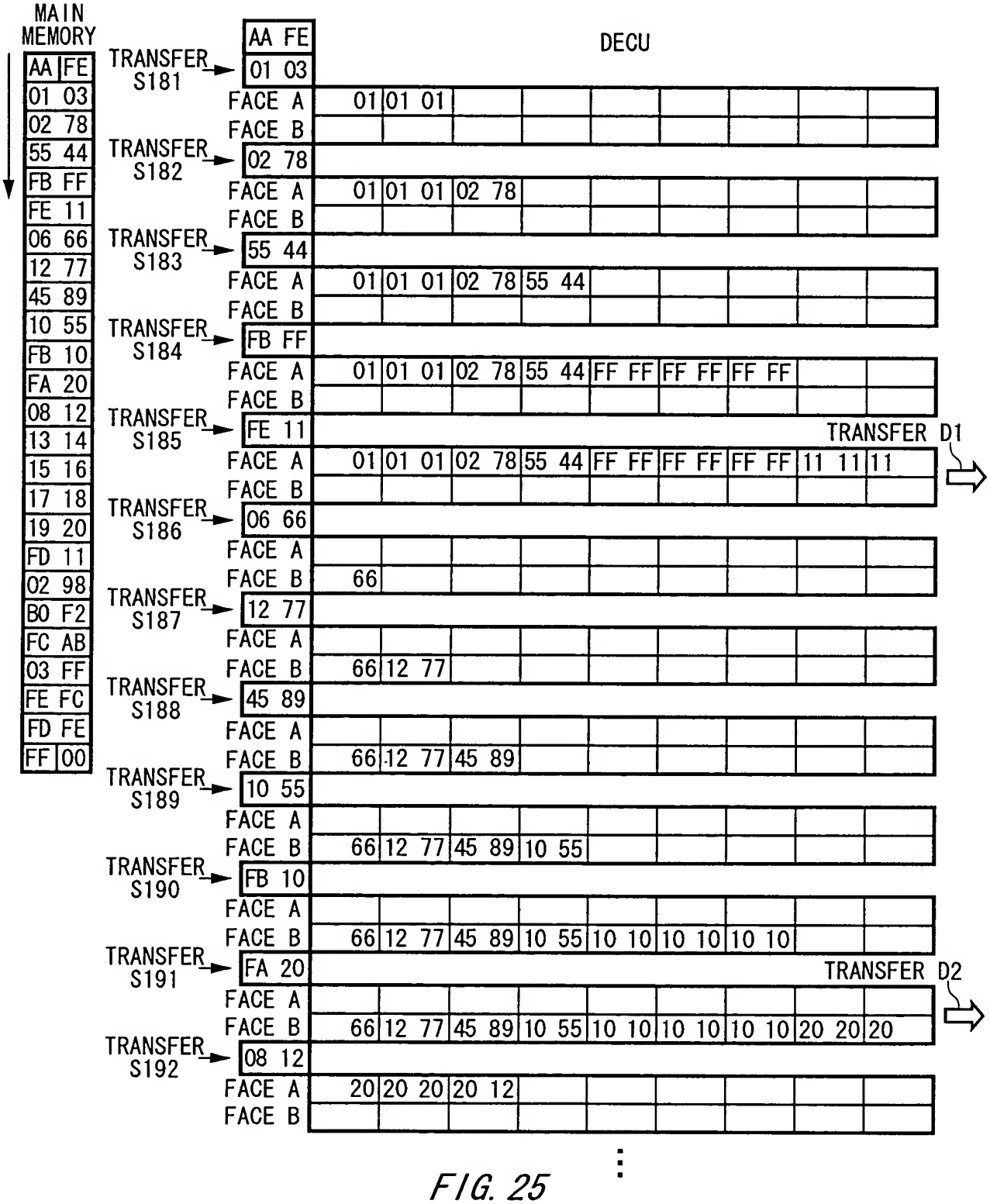

FIG. 25

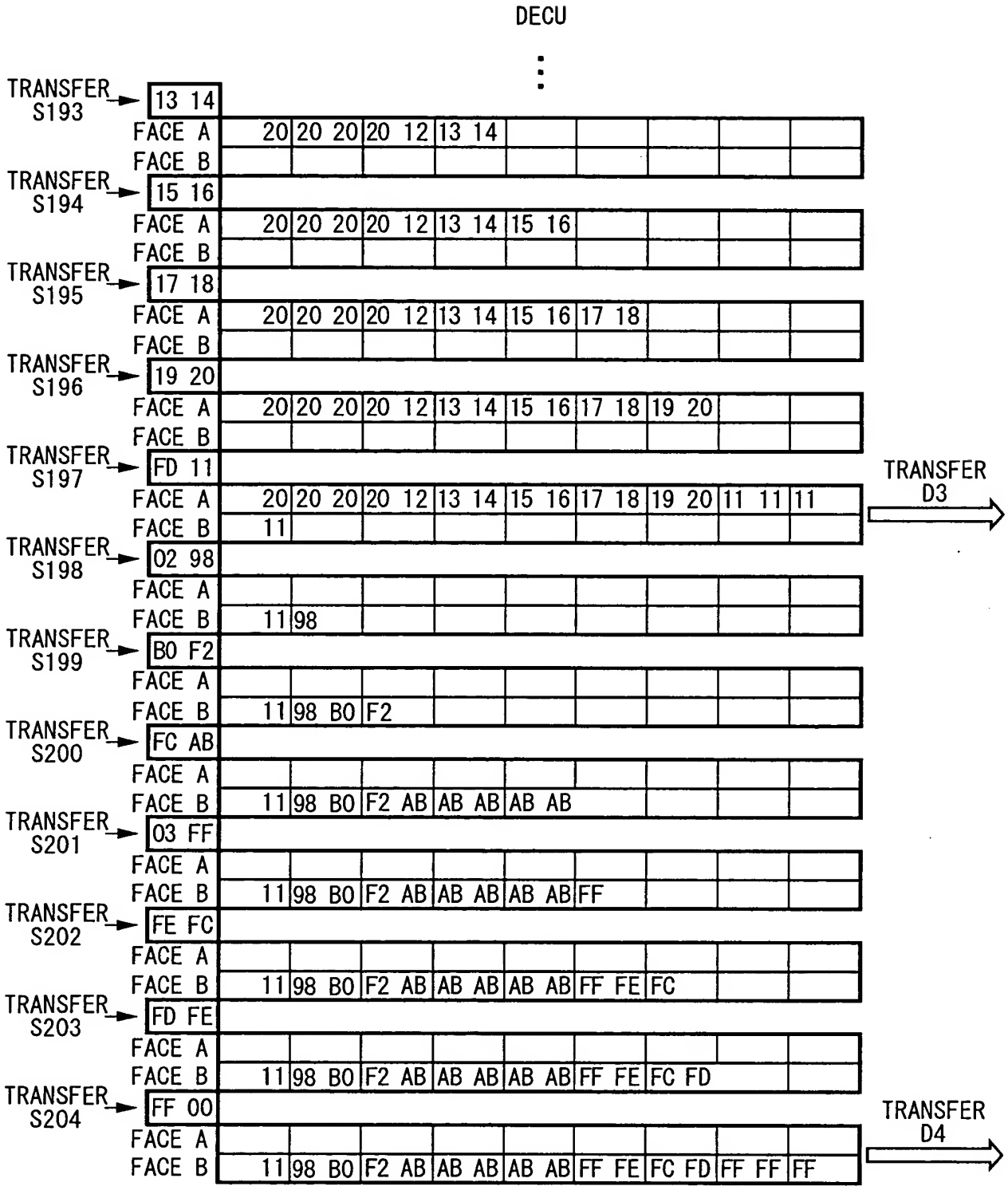

FIG. 26

OPERATING CONDITION
MAIN MEMORY SIDE: STARTING ADDRESS OF RUN LENGTH DATA IS AN ODD ADDRESS
LOCAL MEMORY SIDE: STARTING ADDRESS OF IMAGE DATA IS AN ODD ADDRESS
NUMBER OF 1 LINE BUFFER: 15 BYTES

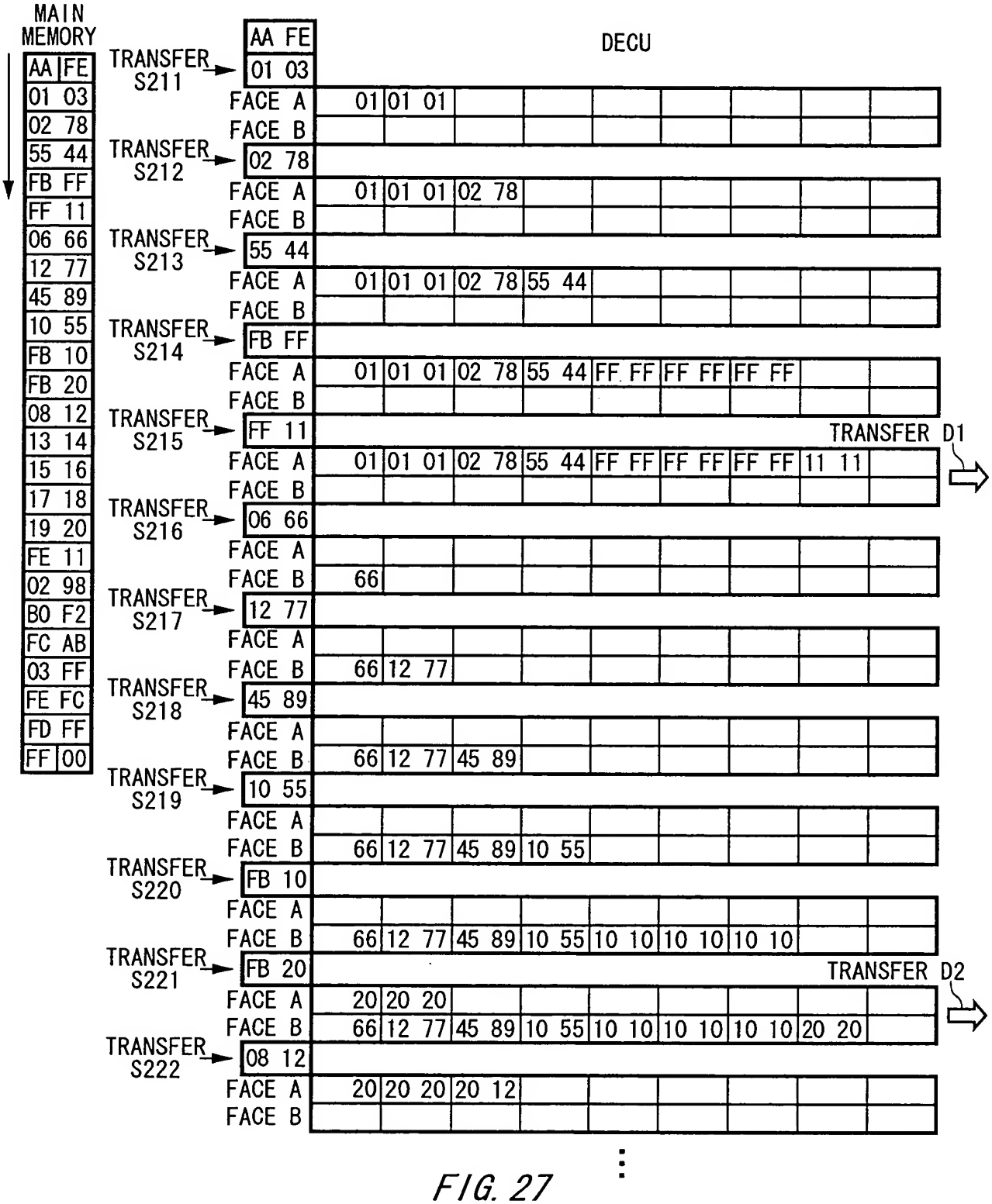

FIG. 27

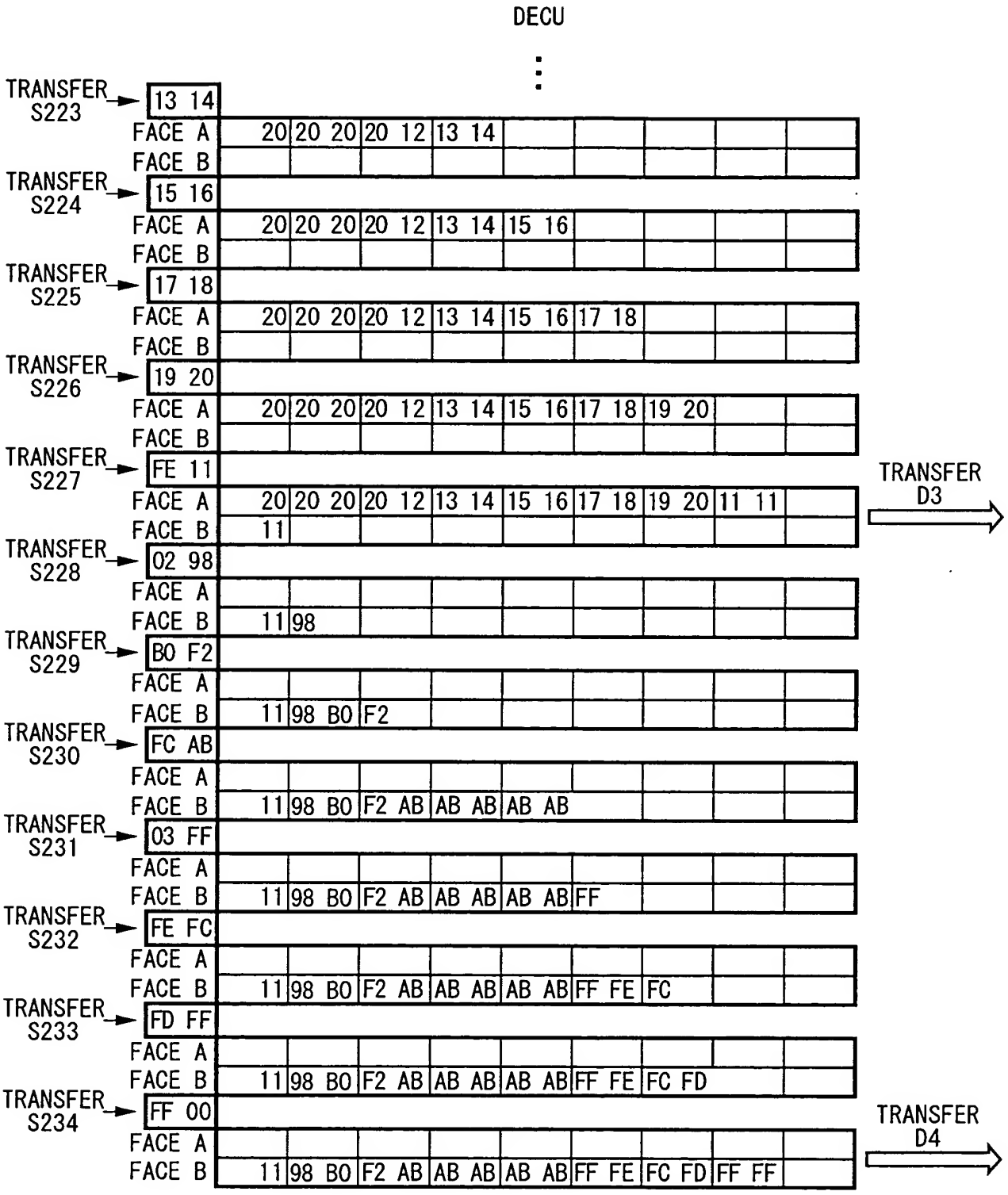

FIG. 28

SETTING CONDITION
VERTICAL LINE REARRANGEMENT PERFORMED
TOTAL NUMBER OF DEVELOPED BYTES: 64 BYTES (16×4)
NUMBER OF BYTES IN 1 LINE: 16 BYTES
NUMBER OF DEVELOPED LINES: 4 LINES

FIG. 29A

LOCAL MEMORY

D1↓ IMAGE 1

01 01	00 00	00 00	00 00	···	00 00
01 02	00 00	00 00	00 00	···	00 00
78 55	00 00	00 00	00 00	···	00 00
44 FF	00 00	00 00	00 00	···	00 00
FF FF	00 00	00 00	00 00	···	00 00
FF FF	00 00	00 00	00 00	···	00 00
FF 11	00 00	00 00	00 00	···	00 00
11 11	00 00	00 00	00 00	···	00 00

FIG. 29B

D2↓ IMAGE 2

66 12	00 00	00 00	00 00	···	00 00
77 45	00 00	00 00	00 00	···	00 00
89 10	00 00	00 00	00 00	···	00 00
55 10	00 00	00 00	00 00	···	00 00
10 10	00 00	00 00	00 00	···	00 00
10 10	00 00	00 00	00 00	···	00 00
10 20	00 00	00 00	00 00	···	00 00
20 20	00 00	00 00	00 00	···	00 00

FIG. 29C

D3↓ IMAGE 1

01 01	20 20	00 00	00 00	···	00 00
01 02	20 20	00 00	00 00	···	00 00
78 55	12 13	00 00	00 00	···	00 00
44 FF	14 15	00 00	00 00	···	00 00
FF FF	16 17	00 00	00 00	···	00 00
FF FF	18 19	00 00	00 00	···	00 00
FF 11	20 11	00 00	00 00	···	00 00
11 11	11 11	00 00	00 00	···	00 00

FIG. 29D

D4↓ IMAGE 2

66 12	11 98	00 00	00 00	···	00 00
77 45	B0 F2	00 00	00 00	···	00 00
89 10	AB AB	00 00	00 00	···	00 00
55 10	AB AB	00 00	00 00	···	00 00
10 10	AB FF	00 00	00 00	···	00 00
10 10	FE FC	00 00	00 00	···	00 00
10 20	FD FF	00 00	00 00	···	00 00
20 20	FF FF	00 00	00 00	···	00 00

SETTING CONDITION
NO VERTICAL LINE REARRANGEMENT
TOTAL NUMBER OF DEVELOPED BYTES: 64 BYTES (16×4)
NUMBER OF BYTES IN 1 LINE: 16 BYTES
NUMBER OF DEVELOPED LINES: 4 LINES

FIG. 30A

LOCAL MEMORY

IMAGE 1

D1→	01 01	01 02	78 55	44 FF
	FF FF	FF FF	FF 11	11 11
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00

FIG. 30B

IMAGE 2

D2→	66 12	77 45	89 10	55 10
	10 10	10 10	10 20	20 20
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00

FIG. 30C

IMAGE 1

	01 01	01 02	78 55	44 FF
	FF FF	FF FF	FF 11	11 11
D3→	20 20	20 20	12 13	14 15
	16 17	18 19	20 11	11 11
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00

FIG. 30D

IMAGE 2

	66 12	77 45	89 10	55 10
	10 10	10 10	10 20	20 20
D4→	11 98	B0 F2	AB AB	AB AB
	AB FF	FE FC	FD FF	FF FF
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00

SETTING CONDITION
VERTICAL LINE REARRANGEMENT PERFORMED
TOTAL NUMBER OF DEVELOPED BYTES: 60 BYTES (15×4)
NUMBER OF BYTES IN 1 LINES: 15 BYTES
NUMBER OF DEVELOPED LINES: 4 LINES

LOCAL MEMORY

FIG. 31A

D1↓ IMAGE 1

01 01	00 00	00 00	00 00	···	00 00
01 02	00 00	00 00	00 00	···	00 00
78 55	00 00	00 00	00 00	···	00 00
44 FF	00 00	00 00	00 00	···	00 00
FF FF	00 00	00 00	00 00	···	00 00
FF FF	00 00	00 00	00 00	···	00 00
FF 11	00 00	00 00	00 00	···	00 00
11 00	00 00	00 00	00 00	···	00 00

FIG. 31B

D2↓ IMAGE 2

66 12	00 00	00 00	00 00	···	00 00
77 45	00 00	00 00	00 00	···	00 00
89 10	00 00	00 00	00 00	···	00 00
55 10	00 00	00 00	00 00	···	00 00
10 10	00 00	00 00	00 00	···	00 00
10 10	00 00	00 00	00 00	···	00 00
10 20	00 00	00 00	00 00	···	00 00
20 00	00 00	00 00	00 00	···	00 00

FIG. 31C

D3↓ IMAGE 1

01 01	20 20	00 00	00 00	···	00 00
01 02	20 20	00 00	00 00	···	00 00
78 55	12 13	00 00	00 00	···	00 00
44 FF	14 15	00 00	00 00	···	00 00
FF FF	16 17	00 00	00 00	···	00 00
FF FF	18 19	00 00	00 00	···	00 00
FF 11	20 11	00 00	00 00	···	00 00
11 00	11 00	00 00	00 00	···	00 00

FIG. 31D

D4↓ IMAGE 2

66 12	11 98	00 00	00 00	···	00 00
77 45	B0 F2	00 00	00 00	···	00 00
89 10	AB AB	00 00	00 00	···	00 00
55 10	AB AB	00 00	00 00	···	00 00
10 10	AB FF	00 00	00 00	···	00 00
10 10	FE FC	00 00	00 00	···	00 00
10 20	FD FF	00 00	00 00	···	00 00
20 00	FF 00	00 00	00 00	···	00 00

SETTING CONDITION
NO VERTICAL LINE REARRANGEMENT
TOTAL NUMBER OF DEVELOPED BYTES: 60 BYTES (15×4)
NUMBER OF BYTES IN 1 LINE: 15 BYTES
NUMBER OF DEVELOPED LINES: 4 LINES

FIG. 32A

LOCAL MEMORY

IMAGE 1

D1 →

01	01	01	02	78	55	44	FF							
FF	FF	FF	FF	FF	11	11	00							
00	00	00	00	00	00	00	00							
00	00	00	00	00	00	00	00							
00	00	00	00	00	00	00	00							
00	00	00	00	00	00	00	00							
00	00	00	00	00	00	00	00							
00	00	00	00	00	00	00	00							

FIG. 32B

IMAGE 2

D2 →

66	12	77	45	89	10	55	10							
10	10	10	10	10	20	20	00							
00	00	00	00	00	00	00	00							
00	00	00	00	00	00	00	00							
00	00	00	00	00	00	00	00							
00	00	00	00	00	00	00	00							
00	00	00	00	00	00	00	00							
00	00	00	00	00	00	00	00							

FIG. 32C

IMAGE 1

D3 →

01	01	01	02	78	55	44	FF							
FF	FF	FF	FF	FF	11	11	00							
20	20	20	20	12	13	14	15							
16	17	18	19	20	11	11	00							
00	00	00	00	00	00	00	00							
00	00	00	00	00	00	00	00							
00	00	00	00	00	00	00	00							
00	00	00	00	00	00	00	00							

FIG. 32D

IMAGE 2

D4 →

66	12	77	45	89	10	55	10							
10	10	10	10	10	20	20	00							
11	98	B0	F2	AB	AB	AB	AB							
AB	FF	FE	FC	FD	FF	FF	00							
00	00	00	00	00	00	00	00							
00	00	00	00	00	00	00	00							
00	00	00	00	00	00	00	00							
00	00	00	00	00	00	00	00							

SETTING CONDITION
VERTICAL LINE REARRANGEMENT PERFORMED
TOTAL NUMBER OF DEVELOPED BYTES: 64 BYTES (16×4)
NUMBER OF BYTES IN 1 LINE: 16 BYTES
NUMBER OF DEVELOPED LINES: 4 LINES

FIG. 33A

LOCAL MEMORY

D1↓ IMAGE 1

00	01	00	00	00	00	00	00	···	00	00
01	01	00	00	00	00	00	00	···	00	00
02	78	00	00	00	00	00	00	···	00	00
55	44	00	00	00	00	00	00	···	00	00
FF	FF	00	00	00	00	00	00	···	00	00
FF	FF	00	00	00	00	00	00	···	00	00
FF	FF	00	00	00	00	00	00	···	00	00
11	11	00	00	00	00	00	00	···	00	00
11	00	00	00	00	00	00	00	···	00	00

FIG. 33B

D2↓ IMAGE 2

00	66	00	00	00	00	00	00	···	00	00
12	77	00	00	00	00	00	00	···	00	00
45	89	00	00	00	00	00	00	···	00	00
10	55	00	00	00	00	00	00	···	00	00
10	10	00	00	00	00	00	00	···	00	00
10	10	00	00	00	00	00	00	···	00	00
10	10	00	00	00	00	00	00	···	00	00
20	20	00	00	00	00	00	00	···	00	00
20	00	00	00	00	00	00	00	···	00	00

FIG. 33C

D3↓ IMAGE 1

00	01	00	20	00	00	00	00	···	00	00
01	01	20	20	00	00	00	00	···	00	00
02	78	20	12	00	00	00	00	···	00	00
55	44	13	14	00	00	00	00	···	00	00
FF	FF	15	16	00	00	00	00	···	00	00
FF	FF	17	18	00	00	00	00	···	00	00
FF	FF	19	20	00	00	00	00	···	00	00
11	11	11	11	00	00	00	00	···	00	00
11	00	11	00	00	00	00	00	···	00	00

FIG. 33D

D4↓ IMAGE 2

00	66	00	11	00	00	00	00	···	00	00
12	77	98	B0	00	00	00	00	···	00	00
45	89	F2	AB	00	00	00	00	···	00	00
10	55	AB	AB	00	00	00	00	···	00	00
10	10	AB	AB	00	00	00	00	···	00	00
10	10	FF	FE	00	00	00	00	···	00	00
10	10	FC	FD	00	00	00	00	···	00	00
20	20	FF	FF	00	00	00	00	···	00	00
20	00	FF	00	00	00	00	00	···	00	00

SETTING CONDITION
VERTICAL LINE REARRANGEMENT PERFORMED
TOTAL NUMBER OF DEVELOPED BYTES: 60 BYTES (15×4)
NUMBER OF BYTES IN 1 LINE: 15 BYTES
NUMBER OF DEVELOPED LINES: 4 LINES

FIG. 34A

LOCAL MEMORY

D1↓ IMAGE 1

00	01	00	00	00	00	00	00	…	00	00
01	01	00	00	00	00	00	00	…	00	00
02	78	00	00	00	00	00	00	…	00	00
55	44	00	00	00	00	00	00	…	00	00
FF	FF	00	00	00	00	00	00	…	00	00
FF	FF	00	00	00	00	00	00	…	00	00
FF	FF	00	00	00	00	00	00	…	00	00
11	11	00	00	00	00	00	00	…	00	00

FIG. 34B

D2↓ IMAGE 2

00	66	00	00	00	00	00	00	…	00	00
12	77	00	00	00	00	00	00	…	00	00
45	89	00	00	00	00	00	00	…	00	00
10	55	00	00	00	00	00	00	…	00	00
10	10	00	00	00	00	00	00	…	00	00
10	10	00	00	00	00	00	00	…	00	00
10	10	00	00	00	00	00	00	…	00	00
20	20	00	00	00	00	00	00	…	00	00

FIG. 34C

D3↓ IMAGE 1

00	01	00	20	00	00	00	00	…	00	00
01	01	20	20	00	00	00	00	…	00	00
02	78	20	12	00	00	00	00	…	00	00
55	44	13	14	00	00	00	00	…	00	00
FF	FF	15	16	00	00	00	00	…	00	00
FF	FF	17	18	00	00	00	00	…	00	00
FF	FF	19	20	00	00	00	00	…	00	00
11	11	11	11	00	00	00	00	…	00	00

FIG. 34D

D4↓ IMAGE 2

00	66	00	11	00	00	00	00	…	00	00
12	77	98	B0	00	00	00	00	…	00	00
45	89	F2	AB	00	00	00	00	…	00	00
10	55	AB	AB	00	00	00	00	…	00	00
10	10	AB	AB	00	00	00	00	…	00	00
10	10	FF	FE	00	00	00	00	…	00	00
10	10	FC	FD	00	00	00	00	…	00	00
20	20	FF	FF	00	00	00	00	…	00	00

OPERATING CONDITION
MAIN MEMORY SIDE: STARTING ADDRESS OF RUN LENGTH DATA IS AN EVEN ADDRESS
LOCAL MEMORY SIDE: STARTING ADDRESS OF IMAGE DATA IS AN EVEN ADDRESS
NUMBER OF 1 LINE BUFFER: 16 BYTES

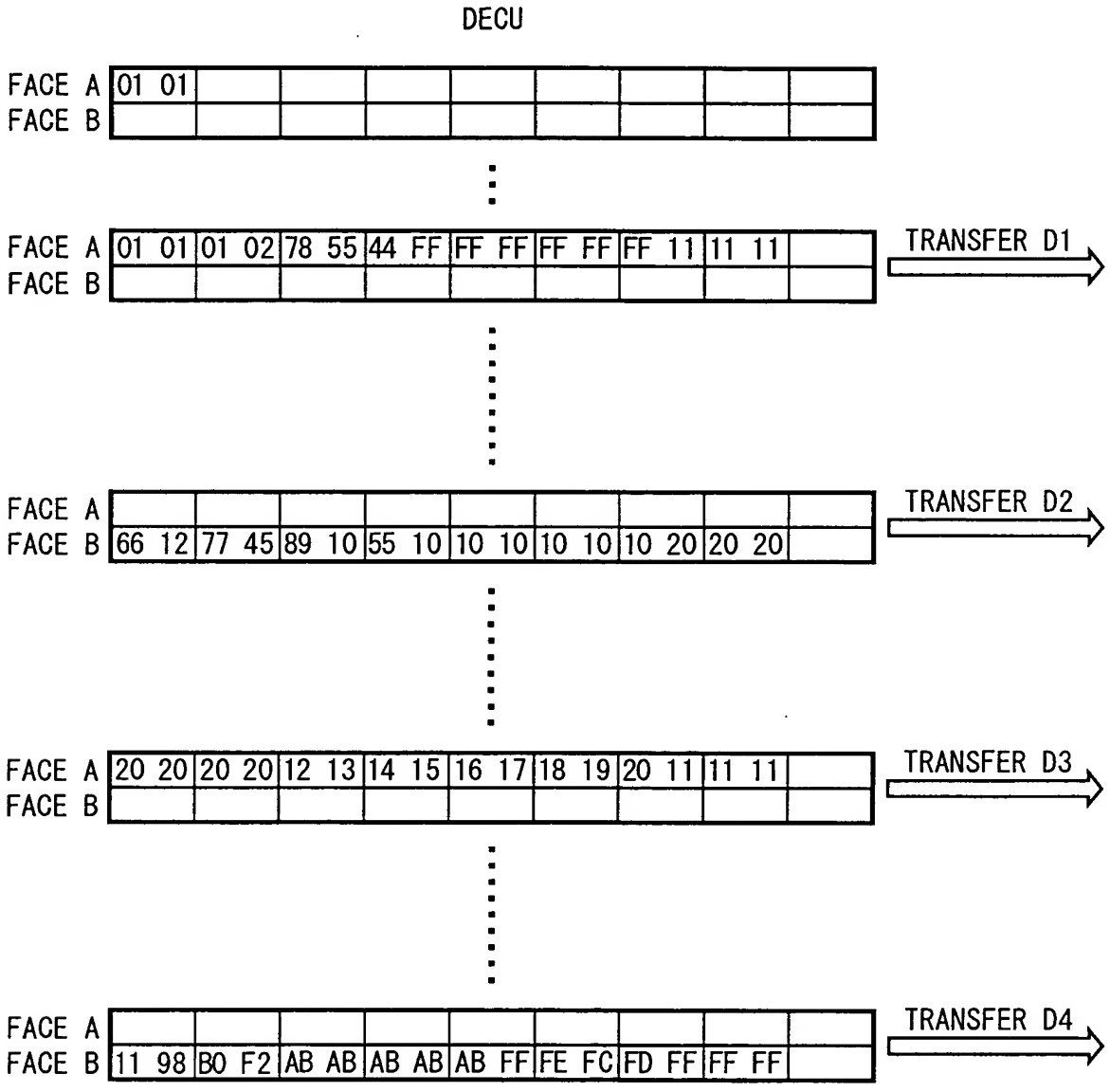

FIG. 35

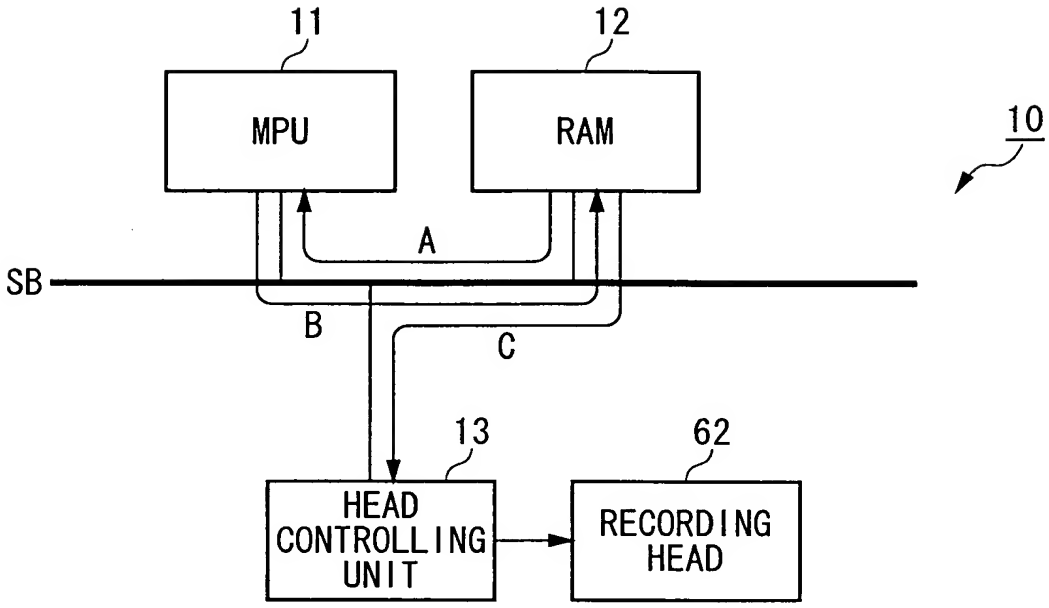

FIG. 36